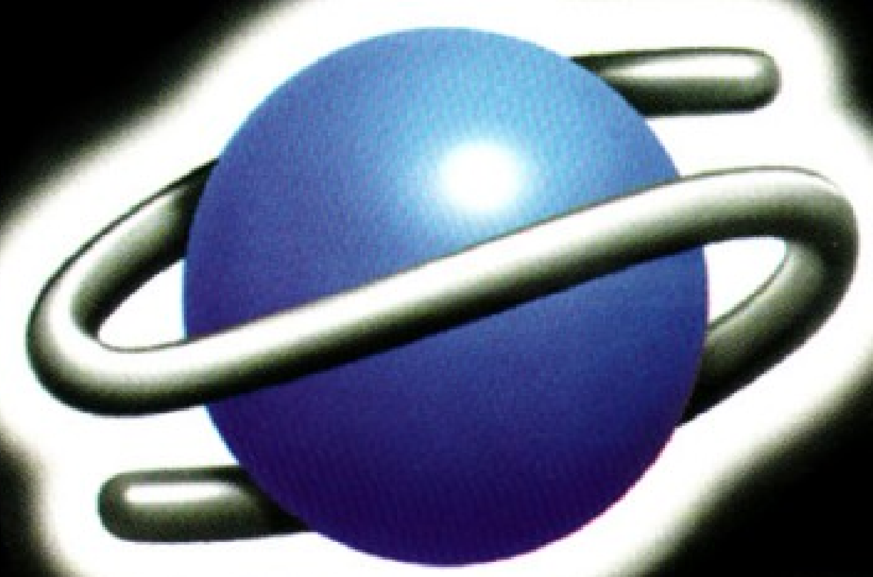
THE OFFICIAL SEGA SATURN MAGAZINE



# SEGA SATURN MAGAZINE



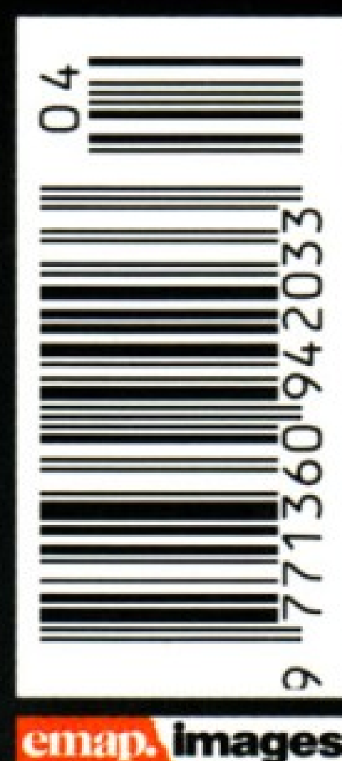
SEGA No.1 FOR SATURN

ISSUE 30 £2.95
APRIL 1998

EXCLUSIVE
World League Soccer '98

X-Men vs Street Fighter

# ASS KICKER!

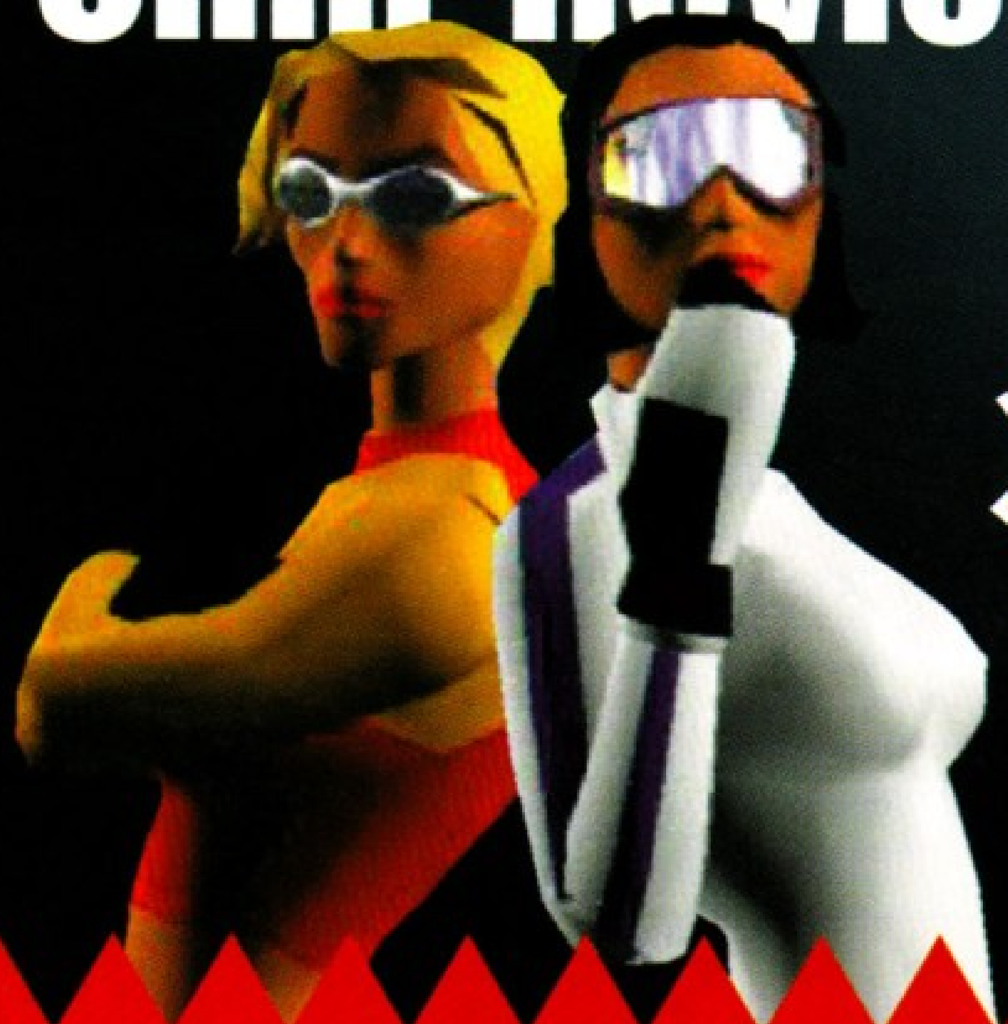



emap. images

The Greatest RPG ever?

# PANZER DRAGOON SAGA!

STEEP SLOPE SLAYER?
Chill Reviewed!



Sorted! 20 Pages of Tips

PLUS! HOUSE OF THE DEAD, BURNING RANGERS, GUN GRIFFON 2, POWER DRIFT, AOU SHOW, IMPORT ROUND-UP, ATARI ARCADE CLASSICS, Z, GRANDIA GUIDE... AND MORE!

# hello sir!



It's funny how while the world is predicting armageddon for the Saturn, we're still managing to bang out some pretty pukka issues of SEGA SATURN MAGAZINE crammed to the max with hardcore games! We've even had a whole new bunch of third party releases this issue too... which all goes to show that no way are things as bad as the pessimists would have you believe. What's more, with titles like Gun Griffon 2, Castlevania, Resident Evil 2, Vampire Saviour and Treasure's astounding looking Radiant Silvergun en route to Saturndom, it's clear that the system is still going strong. Of course, the advent of a new machine is super-exciting and SSM will be covering the developments as only we can, but in the meantime, there's tons to look forward to. Yeah!

**Rich Leadbetter, Editor**

## CURIOSITY CORNER...

We thought you might appreciate an insight into these strange worlds we all live in, so we're proud to present this unique (well, copied from CVG) new-style editorial section. There's a bit of room left over in this corner, so we'll fill it as best as possible...

### TOP TEN ANNOYANCES

1. The incompetence of others
2. Radio 1 DJ Clive Warren's "bulging package"
3. The Lighthouse/Shitehouse Family
4. Leaving things on trains
5. Worrying about World War III
6. Cover CD hassles
7. Office too cold
8. Office too hot
9. Chumba "bloody" wumba
10. The mysterious smell of urine in the office

### SATURN MAG PLAYLIST

1. Burning Rangers
2. Winter Heat
3. DeathMatch Quake
4. House of the Dead
5. Laughing at Lee

*Note: Panzer RPG would be in there if Rich wasn't hogging the only copy...*

### SOMETHING FOR THE GIRLS!

No.1: This lovely picture of a bunny rabbit.

We've had a fair few complaints from our "new man" readership, who seem to think that the magazine is becoming a little bit too sexist these days. Well, just for our girly fans, we've created this little corner of the magazine to give you all something to enjoy. Here's a lovely picture of a bunny rabbit. Ahh!



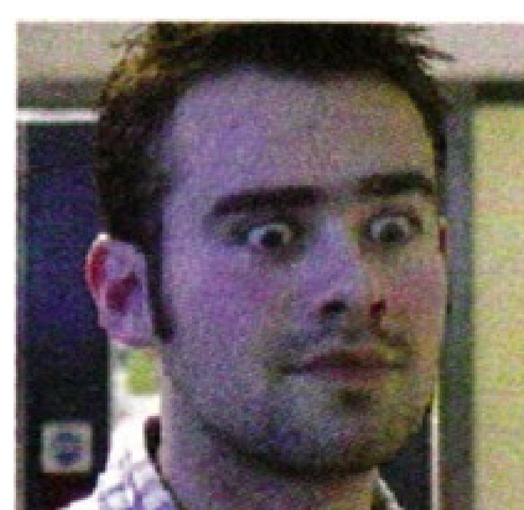
## starring (in order of appearance)...



**MATT YEO**, Deputy Editor

Amateur-Jedi Matt is attempting to harness the power of 'the Force' to make everyday life easier. He recently went on holiday to practice his skills in private, and strangely enough, he did indeed return more powerful than we could possibly have imagined. What Matt doesn't realise, however, is that Richard is actually his long-lost father!

**Pop fact**: Matthew's surname is actually pronounced "Yahoo" - remember that when 'phoning the office.



**LEE NUTTER**, Senior Writer

Initially only able to utter the words "Drink, Feck" and "Girls" when he started on SSM, mad-cap Lee has now mastered more complex phrases like "Graphical Tour De Force" and "Awesome Graphical Capabilities". At this startling rate of evolution, Lee will soon be able to toilet and bathe himself. Hopefully.

**Pop fact:** In his spare time, Lee plays the drums for thrash metal tribute band 'Mutilated Corpse'.



**GARY CUTLACK**, Staff Writer

Sadly, videogames are illegal on Gary's home planet, so the poor little alien boy is forced to assume human form to indulge in his passion for Sega games here on Earth. On the plus side, Gary avoids the hassle and expense of commuting to work by simply teleporting directly to his desk, from the safety of planet Teflon, his natural home.

**Pop fact:** Gary's hobbies include cattle mutilation, abducting people in their sleep and long-distance space travel.



**JASON McEVOY**, Art Editor

Jason views the world through a unique and ever-changing kaleidoscope of many colours. He travels to work on a pink home-made bicycle, avoiding traffic jams by pedalling extra-hard to soar into the sky and fly above the heads of bewildered commuters! If he concentrates really hard, he can make himself invisible!

**Pop fact:** Jason wears a technicolour dreamcoat to work every day - but only he can see it!



**NICK PATERSON**, Deputy Art Editor

If there is such a thing as re-incarnation, we all want to come back as Nick. If he fell off the roof of a tall building, the jammy git would no doubt land in the back of a foam-rubber transport truck on a non-stop delivery trip to Barbados. Or maybe he'd glide safely to the ground by inflating his ludicrously flared trousers in the prevailing winds.

**Pop fact:** Nick likes hardcore American Hip-Hop music - Salt 'n' Pepa, Vanilla Ice and MC Hammer are among his favourites.

# CONTENTS

EDITORIAL
Editor **Richard Leadbetter**
Deputy Editor **Matt Yeo**
Art Editor **Jason McEvoy**
Deputy Art Editor **Nick Paterson**
Senior Staff Writer **Lee Nutter**
Staff Writer **Gary Cutlack**
Japan Editor **Warren Harrod**
Cover Art **Chun-Li by Capcom/ Roger Harris**

ADVERTISING
Advertising Director **Julie Moore**
Promotion Sales Manager **Laurence Robertson**
Software Sales Executive **Genene Dick**
Mail Order Sales **Kathryn Clements**
Advertising Assistant **Annabel Green**
Ad Production Manager **Emma Minford**
Ad Production Executive **Natasha George**

MARKETING
Product Manager **Kirstin Ritchins**
Marketing Executive **Zoe Wharnsby**

Editorial Assistant **Michelle de Souza**
Facilities Manager **Robert McBride**

BIG CHEESES
Publisher **Andy McVittie**
Art Director **Dave Kelsall**
Executive Publishing Director **Harry Attrill**

REPRO
Systems Manager **Sarah-Jane Leavey**
Production Manager **Fifi Michael**
Scitex Manager **Sarah Best**

SEGA Liaison **Mark Hartley**

Editorial **37-39 Millharbour,**
**The Isle Of Dogs, London, E14 9TZ.**
**Telephone: (0171) 972 6700 (NO tips calls)**
**Fax (0171) 972 6701**
**Email virtua.writer@ecm.emap.com**

Distribution **BBC Frontline**
Printing **Southern Print**



**Competition rules**
EMAP Images staff and their families are prohibited from entering any Sega Saturn magazine competition. The editor's decision is final and no correspondence will be entered into. Kick up a fuss and we'll keep the stuff ourselves.

**SUBSCRIPTION RATES**
UK £33.00 Airmail Europe £46.00 Airmail Zone 1 £73.00 Eire £46.00. including postage and packing.

**SUBSCRIPTION/BACK ISSUES ENQUIRIES**
Sega Saturn Subscriptions, Sovereign Park, Leicester LE87 4PA. LE16 9EF. Phone (01858) 435350

emap. images



House of the Dead: is it good or not? Wait for the review next issue!



Burning Rangers: most splendid indeed. Yes sir!

## Features






# Panzer Dragoon Saga

Page 62

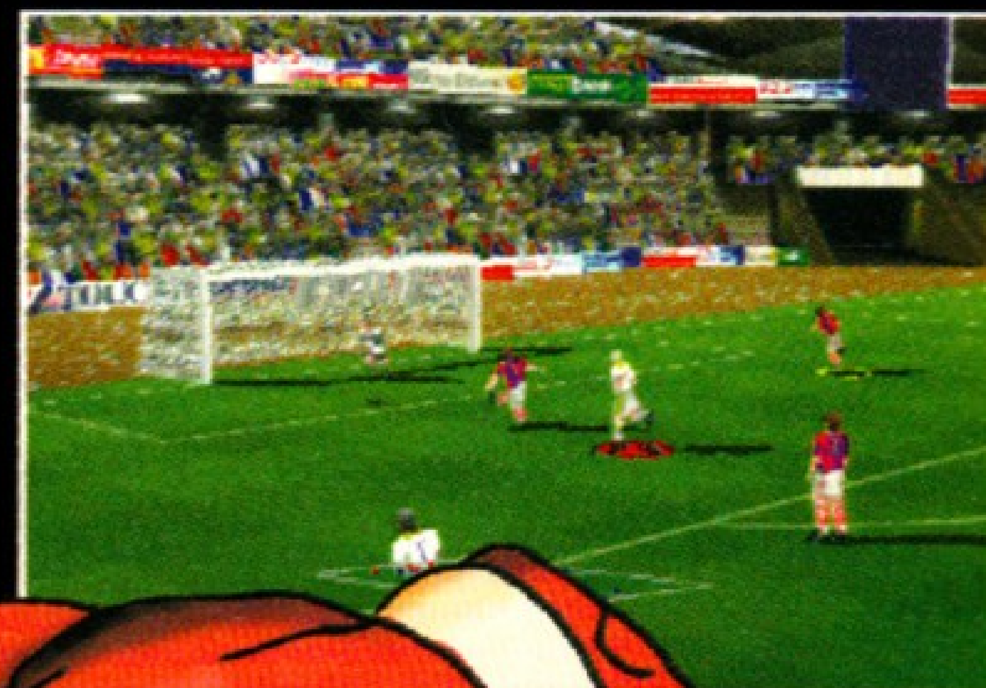
**Not merely a "game", this is a work of art!**



It's a Panzer game, which automatically guarantess quality, but listen... this game is just really, really cool. Which is why we've given it a gargantuan 96% this issue!

# World League Soccer '98

Page 14



**Exclusive!**

SWWS is finally surpassed with this world class effort! It'll have you "dribbling"!

## Previews



## Reviews



## Regulars



## Playing Tips



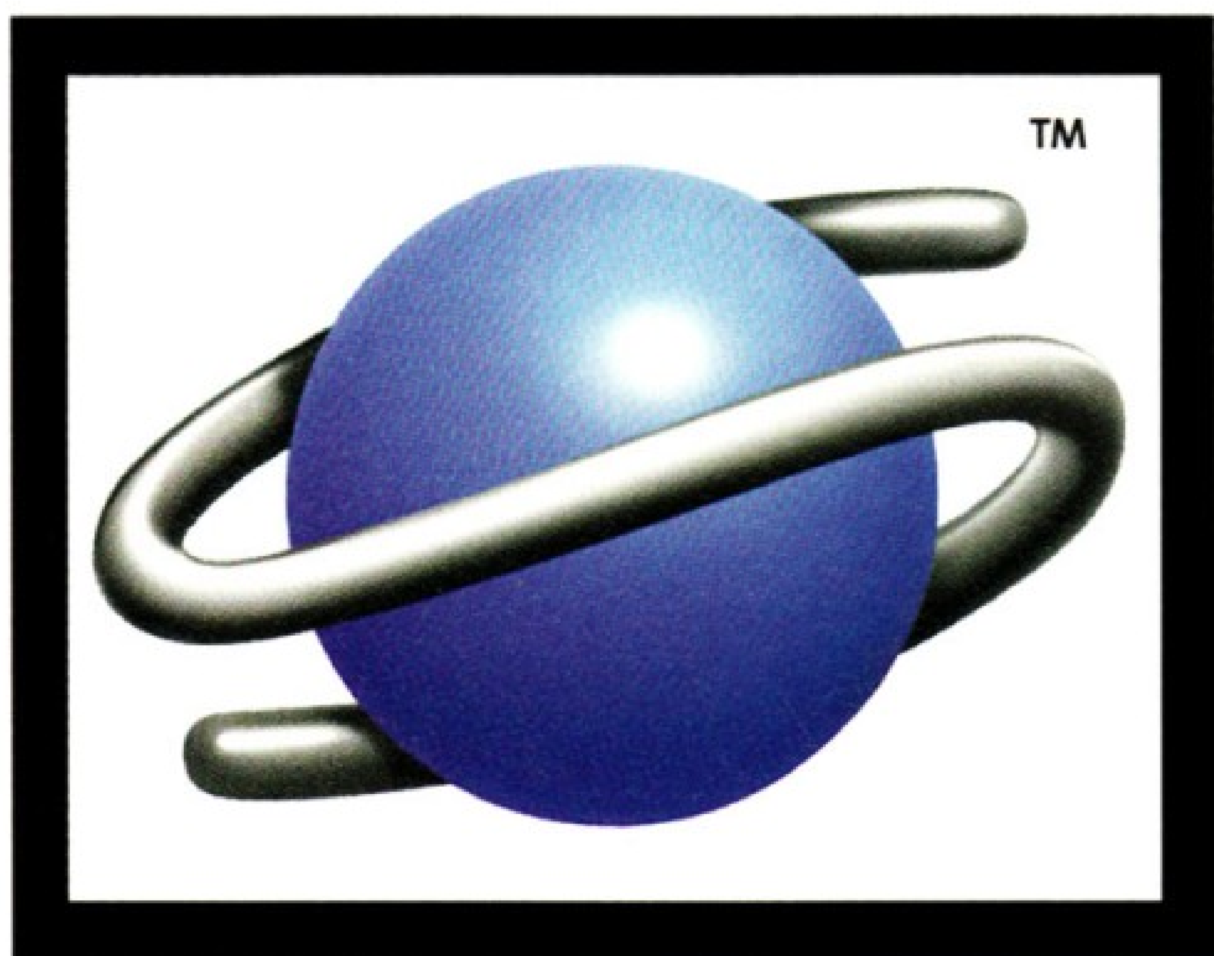
Page 56




# X-Men vs Street Fighter

**Incredible!**

The best arcade conversion in the world ever!



# NEWS

## Sequel Shocker

# It's Coming: Resident Evil 2!

EXCLUSIVE!

**PlayStation horror hit to appear on Saturn ■ Visuals enhanced with 4MB cart? ■ Exclusive Saturn features to be included ■ Summer release planned for Japan ■ Possible UK release?**



Resident Evil 2 is the monster follow-up to Capcom's original... and now it's coming to Saturn!

IT'S OFFICIAL! IN A MOVE THAT'S bound to annoy plenty of smug PlayStation owners, Capcom have announced that their classic horror sequel, Resident Evil 2, WILL be released on Saturn this summer. As one of the strongest third party Saturn developers, Capcom have blown players away with such stunning coin-op conversions as Marvel Super Heroes and X-Men vs Street Fighter, but Resident Evil 2 is truly in a league of its own. What's more, the Saturn game could well be enhanced using the 4MB RAM cart increasing the number of rooms and locations in the game as well as allowing for more creatures on screen at once.




There was always some doubt whether the original Resident Evil would be released on Saturn, with talk of Sony exclusivity deals and rumours of Capcom abandoning Sega's machine, yet the game did appear and was a huge success. Obviously this latest news can only be a good thing for Saturn owners the world over, as the PlayStation sequel is already doing phenomenal business in both the US and Japan. Capcom recently revealed details of Saturn Resident Evil 2 on their website, hinting at exclusive new features (Battle Mode anyone?) and an early summer '98 release.

We'll bring you more tantalising Resident Evil 2 news and exclusive first-look pictures in the next issue of SEGA SATURN MAGAZINE! Scary, huh?



Will the 4MB cart be used for RE2?




Expect more characters, more weapons...



...and more gore in Resident Evil 2!

## System Update

# New Details Emerge!

IT IS SAID THAT A MONTH IS A LONG time in the videogames business and this is certainly the case with regard to the new Sega system. The most concrete information on a launch this issue came from Sega of America chief Bernie Stolar who revealed a September 1999 release date and an initial catalogue of 10-15 games, with a total of 40 released in the first three months.

Two games hinted at in the last issue can also be confirmed. An all-new Sonic game is now deep in development at Sega of Japan with the Sonic Team themselves at the helm. Additionally, we can also confirm that Appaloosa (who used to be known as Novotrade) are producing Ecco the Dolphin, as exclusively revealed in the last issue.

Perhaps the most exciting development is the news that Sega of Japan are licensing technology for the new machine to arcade developers, with the first fruits of their labours due in arcades during the summer. This means cheap arcade development and production costs and an easy route for publishers to bring their coin-ops to the home system in an arcade-perfect stylee. Expect Capcom to be the major user of this stunning hardware. Excited yet? You should be... oh yes, you should be.

Arcade Show

# AOU Show '98

**Coin-op developers unveil impressive '98 arcade line-ups ■ Street Fighter EX 2: World Exclusive! ■ Sequels galore ■ Strong Sega showing ■ Metal Slug 2: Game of the show!**





THE AOU AMUSEMENT EXPO 1998 was held between February 18th-19th at one of Tokyo's largest exhibition centres, the Makuhari Messe. As the second biggest arcade show in the world, the AOU is a good indication of which coin-ops will be appearing in Japanese arcades during the early spring months.

This year saw few real surprises with all the big name games having been announced at the JAMMA Show and playable versions seen at the ATEI Show. Overall our impression of this year's show was one of too many sequels and pale imitations. Here's a general overview at what we saw on display:

**At a show dominated by 3D beat 'em up clones, SNK's Metal Slug 2 was an undeniable hit!**



**Konami's Battle Tryst is a decent follow-up to Fighting Wu-Shu, but there's a distinct lack of innovation in the gameplay department.**

**SEGA**
Fighting Vipers 2 and Virtual On 2 were both big hits for Sega, but the all-round playability of Sega Rally 2 made was undeniable. Virtual On 2 looked absolutely awesome with even more Virtuaroids now in place. Fighting Vipers 2 was certainly impressive and drew large crowds.

**NAMCO**
Two of the biggest games of the show were Ehrgeiz and Time Crisis 2. Surprisingly Namco were giving much more space to Square's game than their own, but this could be because they feel Ehrgeiz needs more promotion.

**KONAMI**
After all the hype of their new Cobra board, but the lack of any really decent games, Konami seem to have returned to their older hardware for their current line up. However, the only three titles worth mentioning are the 3D beat 'em up Battle Tryst, the self explanatory Skiers High and light gun blaster Terraburst.

**SNK**
RB2: The Newcomers, the sequel to Real Bout, was an instant hit with fans of the series. In addition, SNK proudly displayed what many felt was the game of the show - Metal Slug 2. Huge crowds gathered around the stand to take a look at one of the greatest sprite-based games they'd ever seen. The designers' humour was clearly evident in every aspect of the game's visuals and six sprawling levels offered all sorts of challenges to those players wishing to give this game a blast.




**CAPCOM**
Most of Capcom's stand was given over to their Star Gladiator sequel, Plasma Sword. Nearly every machine at the booth featured the company's impressive 3D beat 'em up, but fighting fans were more eager to get a glimpse of Street Fighter EX 2. The sequel to last year's System 22 beat 'em up extravaganza now features old favourites such as Blanka and Balrog as well as a few new fighting faces.

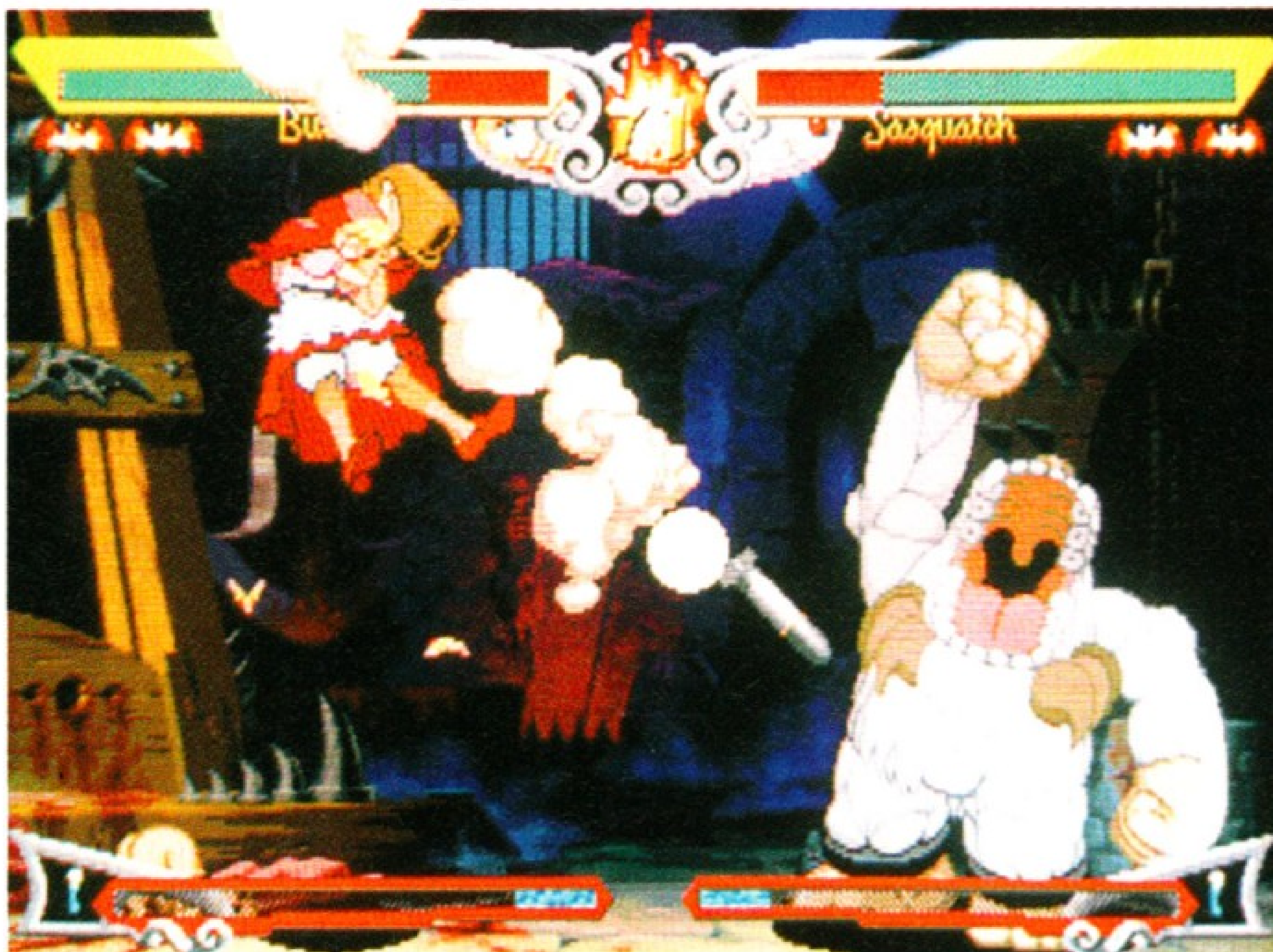
We'll take an in-depth look at the AOU Show in next issue's Coin-Operated!






New Game

# Vampire Savior
# Fangs for the Memory!




Q-Bee is one of four frightening new fighters.


The 4MB cart makes these visuals possible.



FOLLOWING THE phenomenal world-wide success of X-Men vs Street Fighter, Capcom are gearing up for their next monster release. Set for a Japanese launch on April 16, Vampire Savior is the gothic 2D beat 'em up extravaganza arcade fans have been gagging for. The third in the hit DarkStalkers series, Vampire Savior features 18 playable horror characters from previous games plus the addition of newcomers Jedah, Q-Bee, Lilith and Baby Bonnie Hood.

Thanks to the inclusion of a 4MB cart, the game boasts all the awesome hand-drawn animation of the coin-op with no slowdown. On the gameplay front, Vampire Savior mixes classic Street Fighter style combat with some cool innovations of its own such as life regeneration, single round bouts and Dark Force custom combos. The Saturn game promises a host of new features and, if we're lucky, a few hidden characters. If Capcom manage to pack in all the animation and action of the coin-op, they'll have a winner. Expect plenty of Vampire Savior coverage over the next few months so prepare yourself!




Can you wait until April 16? We can't!

New Game

# Dracula X






Play as Dracula and other nightstalkers.


Fans of Castlevania can expect more of the same 2D sprite-based action as the 16-bit games.

THINGS HAVE BEEN A LITTLE QUIET on the Konami front of late, but that's all set to change in early April. After nearly two years of work, and a hit PlayStation version under their belt, Konami are now ready to unleash Dracula X on Saturn! Since its 16-bit days, the Castlevania series has become renowned for its quality gameplay, stunning 2D sprites and spooky atmosphere. The Saturn game continues the legacy by delivering an improved version of the PlayStation game, although Konami are keen to stress that there are now extra levels, monsters and characters to discover. There's also the possibility of additional play modes. We're big fans of Castlevania here at SSM and are looking forward to Konami's forthcoming fright-fest with garlic-bated breath! Expect a first look at Dracula X next issue.

## News In Brief



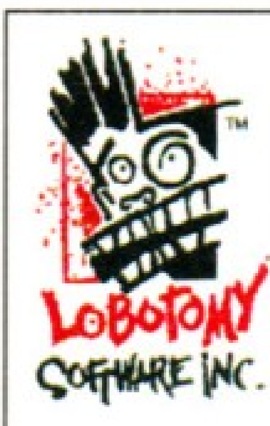
THIS MONTH'S full moon has brought many sightings of the elusive 'Nutter' around the office. A legendary were-beast known for its incredibly hairy hide and alcohol consumption abilities, the Nutter usually hunts by night, searching for old pizza crusts and beer dregs. First glimpsed nearly 21 years ago, this creature was seen by inhabitants of Stockton ("Oop t' north!") where its horrendous stench and bin-rummaging habits sparked the town's now annual 'Nutter Hunts'. Taking up residence in the aptly named suburb of London known as 'Barking', the Nutter has recently begun a reign of furry fear, usually on paydays and Fridays, where its quaffing of ales and sniffing of crotches have earned it the scorn of its work colleagues. We desperately need to track this abomination down and are looking for any reader sightings of the Nutter. If you spot his hairy ass, drop us a line and you could win a mystery prize. Remember: the Nuts is out there!

House of the Dead 2? It's certainly looking likely as AM1 have always expressed an interest in returning to their hit horror creation. With the Saturn version of House of the Dead now nearing completion, AM1 are rumoured to be toying with the idea of an arcade sequel. There were many features that the team were unable to include in the original game and the Saturn version, ideas that may be included in a possible Model 3 outing. Sega's new system looks likely to receive The Lost World as its first light gun game, but The House of the Dead 2 should follow soon after.

Hudsonsoft were more surprised than most when Saturn Bomberman: Fight! became a runaway import hit. The company's latest explosive outing has been a big seller since its January release, impressing many Saturn owners with its frantic four-player fun and over-the-top action. Fans of the long-running series will be glad to learn that Hudsonsoft are even now putting the finishing touches to a sequel, Saturn Bomberman: War! With a release set for April, we'll bring you a first look next issue.

## Disc Update

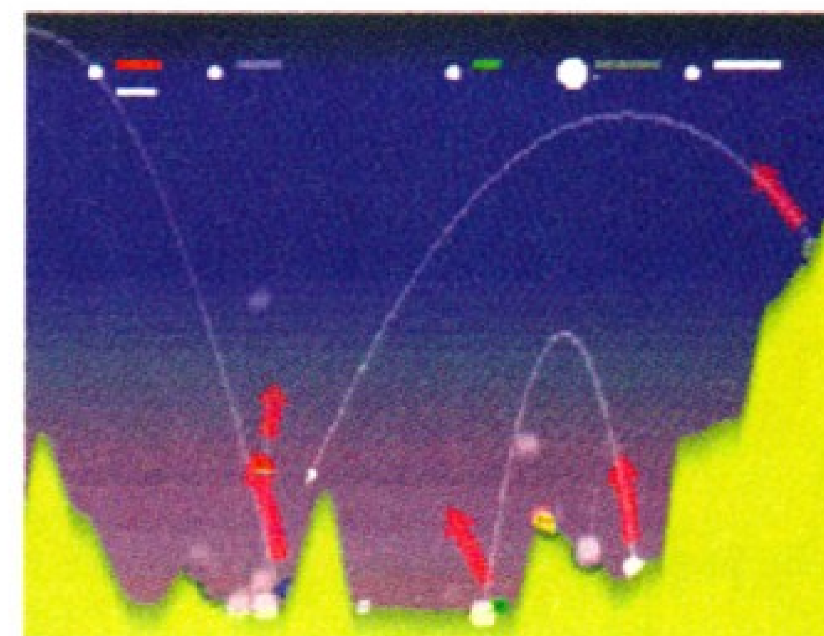
# CD Lobotomised




THE LOBOTOMY CD debacle continues apace - you remember, that awesome three-demo CD with the complete version of the greatest multi-player game on the Saturn: DeathTank! Not only have Sega not got permission from id for the Quake demo (as revealed last issue) they ain't got permission from 3D Realms for the Duke demo either! Not one to be put off by bureaucratic red tape, the Master stepped in to sort out this almighty cock-up. A couple of emails later, Rich managed to get the appropriate consent from the CEO and President of id and 3D Realms respectively. But now, apparently, we need to get permission from GT Interactive as well! It's all quite pathetic really, but SSM is determined to get those demos and the full DeathTank into your homes by hook or by crook, sooner of later. We're as frustrated as you folk, but we can finally see a light at the end of the tunnel. In the meantime, we're sorting out alternative CDs including the new Sega Flash 7...




Expect the Lobotomy disc sometime soon...



We want you to play this game... honest!!

# OUT NOW

**Wow, a whopping TWO titles released this month on Saturn. Hey, are Sega spoiling you guys or what? Oh well, at least one of 'em's worth buying...**

## Game of the Month

# Winter Heat

**By Sega 92%**

One of the oldest videogame genres has been revived in '98, with Sega's top-class arcade conversion of Winter Heat. The game is mostly a traditional high-speed button-basher, but with the added bonus of a winter setting. It's all incredibly playable, especially with the four-player mode and the extra three Saturn-only events, and the hi-res graphics are all beautifully animated and super-smooth. The characters themselves are particularly impressive and the swift-moving events really push the Saturn to the limit. Sega's half-arsed PAL conversion is the only slight disappointment, but for anyone who's a fan of Athlete Kings or simply looking for a decent slice of thrills 'n' spills, Winter Heat's a damn good game. Well worth buying.








With 12 cool events, Winter Heat is awesome.




The Saturn game includes a four-player mode.

## Shame of the Month

# NHL '98

**By EA 62%**

What would happen if Mars bars started to taste of bleach or if those lovely chocolate Hob Nob biscuits began to smell of stale urine? We would stop buying them, that's what. So why do people keep buying EA's increasingly stinky NHL, NBA and FIFA-badged games? NHL '98 is particularly disturbing even by EA's recent standards, as the majority of the gameplay and style has been lost during the translation to the Saturn. As we all know, ice hockey is a fast-moving end-to-end game of thrills and excitement, but the rather jerky graphics, low detail and poor frame rate make this Saturn game pretty tough to play and even worse to look at. A few fights pop-up occasionally for variety, but the hockey part of the game is pretty dull. It's a shame that EA are leaving the Saturn on such a low note, with FIFA '98 and now NHL '98 showing how 'highly' they rate the Saturn market.





You're better off buying Sega's NHL title, folks.



EA's effort is truly awful. Stay away you fools!

## Reader Offer

# Infrared Joypads

THIS MONTH WE'RE GIVING YOU the opportunity to buy Sega Saturn Infrared Control Pads direct from Sega. For the bargain basement price of just £24.99 (inc. p+p) you will receive two official Sega Saturn Infrared Control pads featuring rapid-fire function and a range of up to five meters! To get your mitts on these nifty gadgets, simply fill out the coupon below and enclose a cheque or postal order made out to Sega Europe Ltd. to: I.R. Pad Offer, Sega Europe Ltd, Sales Department, 266-270 Gunnersbury Avenue, London W4 5QB

GAME

Sega Saturn Infrared Control Pads are also available at GAME Ltd. For details of your nearest Game store ring (0181) 974 1555 for information.

Offer ends 1st May 1998. Allow 28 days for delivery. Only available while stocks last. Offer applies to UK and Northern Ireland only. Batteries not included. Do not send cash.



"Hey, these joypads REALLY work, y'know!"




**Name:**

**Address:**

**Postcode:**

**Tel:** **Signed:**

**"Please send me a set of Sega Saturn Infrared Control Pads. I enclose a cheque/postal order for £24.99 made out to Sega Europe Ltd."**

## Compo Winners

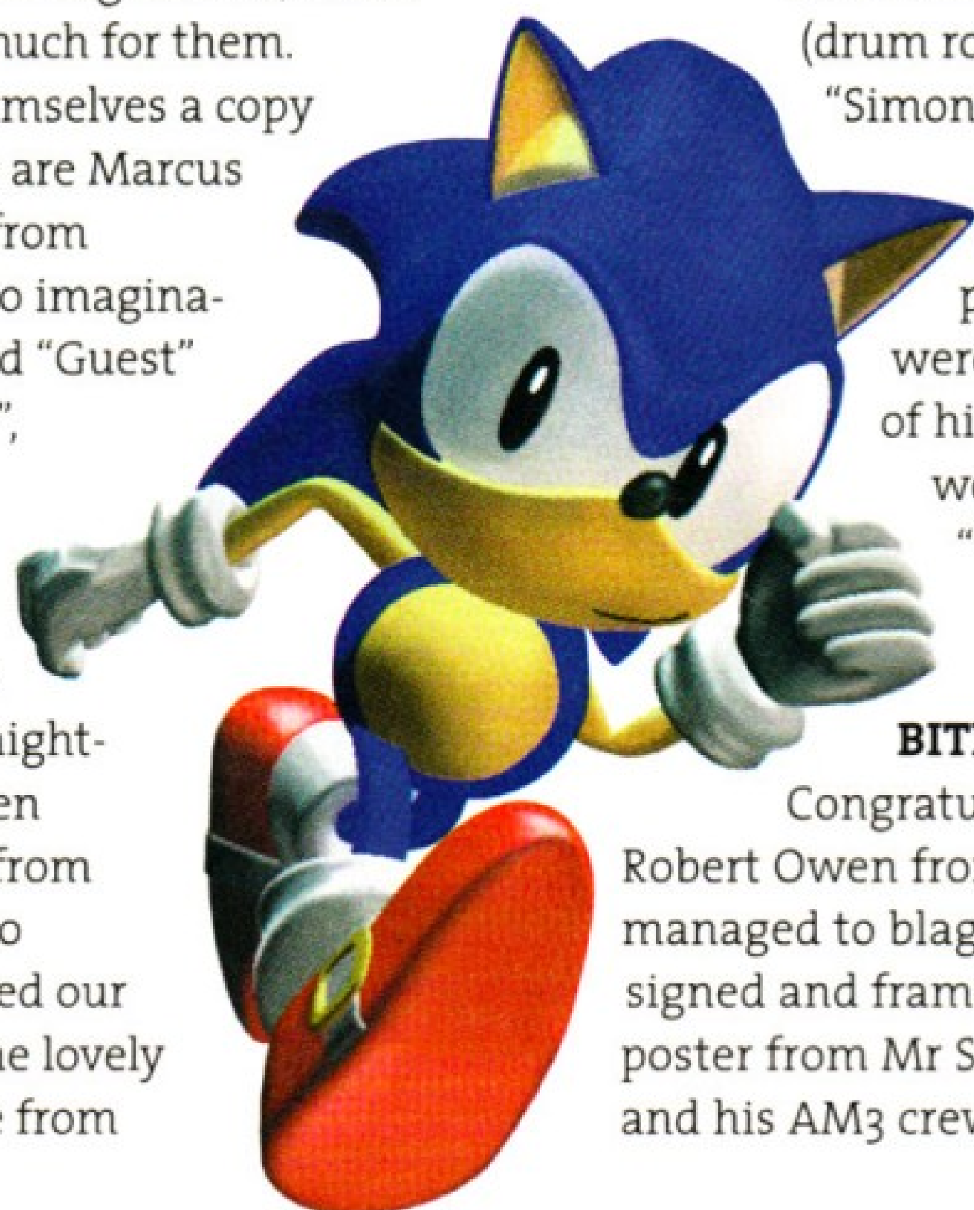
ALRIGHT ALREADY! WE KNOW WE bring our loyal readers stunning competitions and shower them with awesome prizes galore, but you folk are getting a bit anxious about whether you've won anything. Fear not, for this month we've finally waded through a mountain of your compo entries and we're printing the last few issues' winners right here. Now before you start pestering us with endless phone calls in an effort to find out where your goodies are, we'll send out the stuff ASAP.



"Oy, you lot are a bunch of filthy letches... but I still love you!" Joanne Guest

**WELL-STACKED**

Blimey, you lot really are filthy buggers! We've never had such a positive response to a competition before, but our Joanne Guest/JVC limerick give-away really got you worked up. We actually got a bunch of sailors in to judge the winning entries, but it was all too much for them. Blagging themselves a copy of Tetris Plus are Marcus Goodfellow from Sheffield who imaginatively rhymed "Guest" with "Breast", George Budge from Hatfield and his "cheese nightmare", Hayden Scott-Baron from Cheshire who name-dropped our editor and the lovely Susie Briscoe from Birmingham whose Saturn Mag orgy poems kept us laughing for weeks.



But the first prize winners is... (drum roll): The enigmatic "Simon" from London who was sad enough to send in a whopping 31 limericks! We were going to print a few of his entries here, but the words "court" and "injunction" sprang to mind.

**BITE ME!**

Congratulations go out to Robert Owen from Ingleton, as he's managed to blag himself an exclusive signed and framed Lost World arcade poster from Mr Shinichi Ogasawara and his AM3 crew!

**FIVE KNUCKLE SHUFFLE**

Street cred goes right out the window as we announce the lucky winners of those god awful Sonic and Knuckles jackets. Hey, why not embarrass your mates by wearing it down the pub! Sling it on when you meet your new girlfriend's parents for the first time! Don't say we didn't warn you lot:

F.Caldwell from Stranraer, J.Bergstrom from Evasham, C.Caldwell from Stranraer, P.Rogers from Longfield, S. Roberts from Anerley, J.Shanks from Longcroft, A. Williams from Dorset, C.Mitchell from Birkinhead, I. Harbour from Leicester, D.Pegg from Birmingham, R.Morris from Wirral, S. Whittle from Clitheroe, T.Smith from Enfield, S.Goodison from Sheffield, S.Tambajong from Haarlem, M.Badminton from Amersham, E. Harris from London, C. Watkins from Oldham, C.Preston from Rowley Regis, D.murray from Liverpool, R. Simpson from Tenbury Wells, J.Masson from London, C. Huskisson from Devon, J.Wright from Bridgnorth, J.Gent from Rossendale, M.Sharma from Skelmersdale, M.Tolley from Chepstow, L.Collins from Havant, S.Mason from Abbingdon, H. Badwal from Boston, H.Scott from Chesire, M.Potts from Barnsley, D.Hilton from Bolton, C. Rollason from Newbold Verdon, M.Wilson from Grays, C.Henson from Chislehurst, T.Harrison from N,Devon, M. Burland from Weston-Super-Mare, C.Hill from Rishton, M.page from Hull, A.Archer from East Ham, A.Reeves from Sutton in Ash, A. Forsyth from Shotts, C.Rice from ST.Albans, S.Butler from Sutton in Ashfield, M.Daley from Warrington, R.Phillips from Durham, T.Duke from London, C.Stacey from Eastbourne, R.Hunter from Calderwood, E.thompson from Colchester, K.Allen from Plymouth, R.Kirkland from Clydebank, A.Foster from Southend-on-sea, J.Rogers from Essex, A.Redfearn from Caistor, C.Tang from Normanton, D.Stott from Blackpool, M.Hutchinson from Beverley and D. Parish from Bridgwater.




## HMV CHARTS

Week Ending 20 February 1998

HMV KNOW HMV · KNOW GAMES

Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. We give away exclusive silver CD games to those who win! This month's winner is Steve Moulton from Sychdyn, Flintshire.

| | HMV CHARTS | | READER CHARTS | | SEGA PARK CHARTS |
|---|---|---|---|---|---|
| 1 | Steep Slope Sliders | 1 | Resident Evil | 1 | Top Skater |
| 2 | Marvel Super Heroes | 2 | Sega Rally | 2 | House of the Dead |
| 3 | FIFA '98: Road to World Cup | 3 | Virtua Cop 2 | 3 | The Lost World: Jurassic Park |
| 4 | Resident Evil | 4 | Virtua Fighter 2 | 4 | Marvel Super Heroes vs Street Fighter |
| 5 | Winter Heat | 5 | Panzer Dragoon 2 | 5 | Street Fighter III |
| 6 | NBA Live '98 | 6 | Steep Slope Sliders | 6 | Le Mans 24 |
| 7 | Sonic R | 7 | Sonic R | 7 | Virtua Fighter 3 |
| 8 | Quake | 8 | Baku Baku Animal | 8 | Motor Raid |
| 9 | Lost World: Jurassic Park | 9 | Worldwide Soccer '98 | 9 | Sega Rally |
| 10 | Last Bronx | 10 | Tomb Raider | 10 | Mortal Kombat 4 |

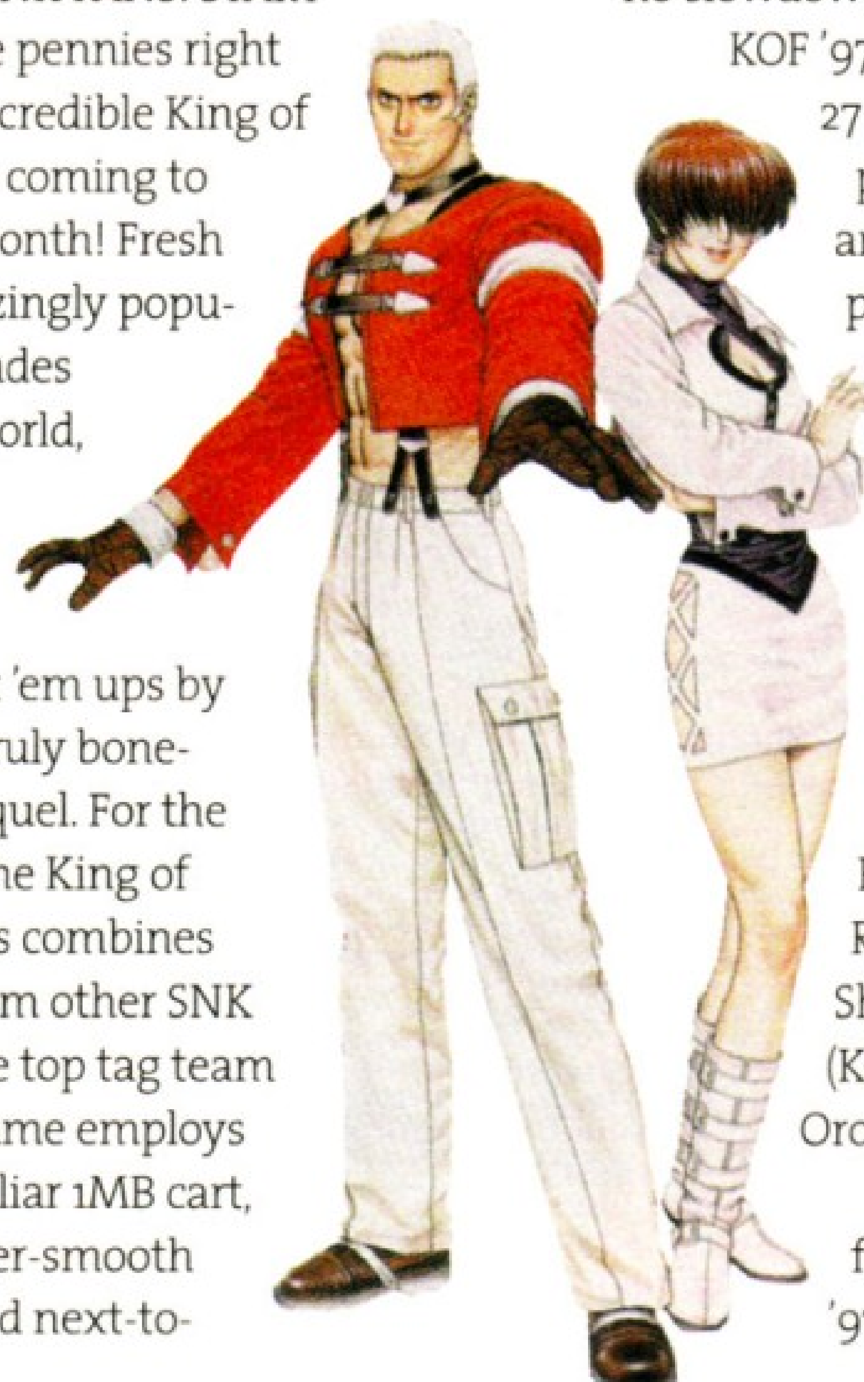
New Game

# King of Fighters '97




The game is compatible with the 1MB cart, adding super-smooth sprites to detailed backdrops.

ATTENTION SNK FANS: START SAVING those pennies right now as the incredible King of Fighters '97 is coming to Saturn this month! Fresh from an amazingly popular run at arcades around the world, KOF '97 continues the tradition of SNK's 2D beat 'em ups by delivering a truly bone-crunching sequel. For the uninitiated, the King of Fighters series combines characters from other SNK titles for some top tag team action. The game employs the now familiar 1MB cart, ensuring super-smooth animation and next-to-no slowdowns during rounds.



KOF '97 offers players a selection of 27 combatants all of whom possess standard martial arts moves plus devastating projectile attacks. Teams are made up of either three set fighters or players can mix-and-match their own variations. Most of the characters from KOF '96 return for this year's sequel with new faces including Billy Kane (KOF '95, Fatal Fury), Blue Mary (Fatal Fury), Ryuji Yamazaki (Fatal Fury), Shingo (Kyo's student), Kyo (KOF '94 version), and boss Orochi.

General opinion amongst fans rates King of Fighters '97 as the best title in the series as it takes the greatest characters from previous games and hones them to perfection. With the success of both King of Fighters '95 and '96 on Saturn, it's a safe bet that this year's offering will easily surpass its predecessors. We'll take an in depth look at this cool coin-op conversion next month and for more SNK-related news, check out this issue's AOU Show coverage.



New Peripheral

# UN Weapons Inspectors

FORGET IRAQ, THE BIGGEST ILLEGAL arms-cache is right here in the SSM office, as top gadget manufacturers JoyTech Europe have sent us some of their Real Arcade Light Guns. These babies are fully compatible with the Saturn and feature a novel 'kickback' device which generates recoil every time the weapon is fired!



The gun itself is pretty big and chunky and the build quality is just as good as Sega's own-brand Virtua Gun. There's also a programmable 'auto reload' feature which saves players valuable shooting time.

The weapon is compatible with the PlayStation and even comes with a foot pedal attachment for playing Namco's Time Crisis! Not much use to Saturn owners that part, but the rest of the package is certainly solid and accurate enough.

The Real Arcade Light Gun costs £44.99, which may seem a little bit pricey, but for any readers who also own a PlayStation (shame on you!) it's a damn good package. For more information, give JoyTech a call on (01525) 852900.

# NEXT MONTH

**We'll be reviewing House of the Dead, Z, Atari Classics... plus we'll also be kicking ass in the guide department with Grandia, Croc and Panzer Dragoon Saga! It's gonna be another ball-bouncingly ace issue of the mag! Of that there is NO doubt!**



**SEGA SATURN MAGAZINE, MAY 1998 ISSUE OUT APRIL 15th**

New Game

# They're Breeding!

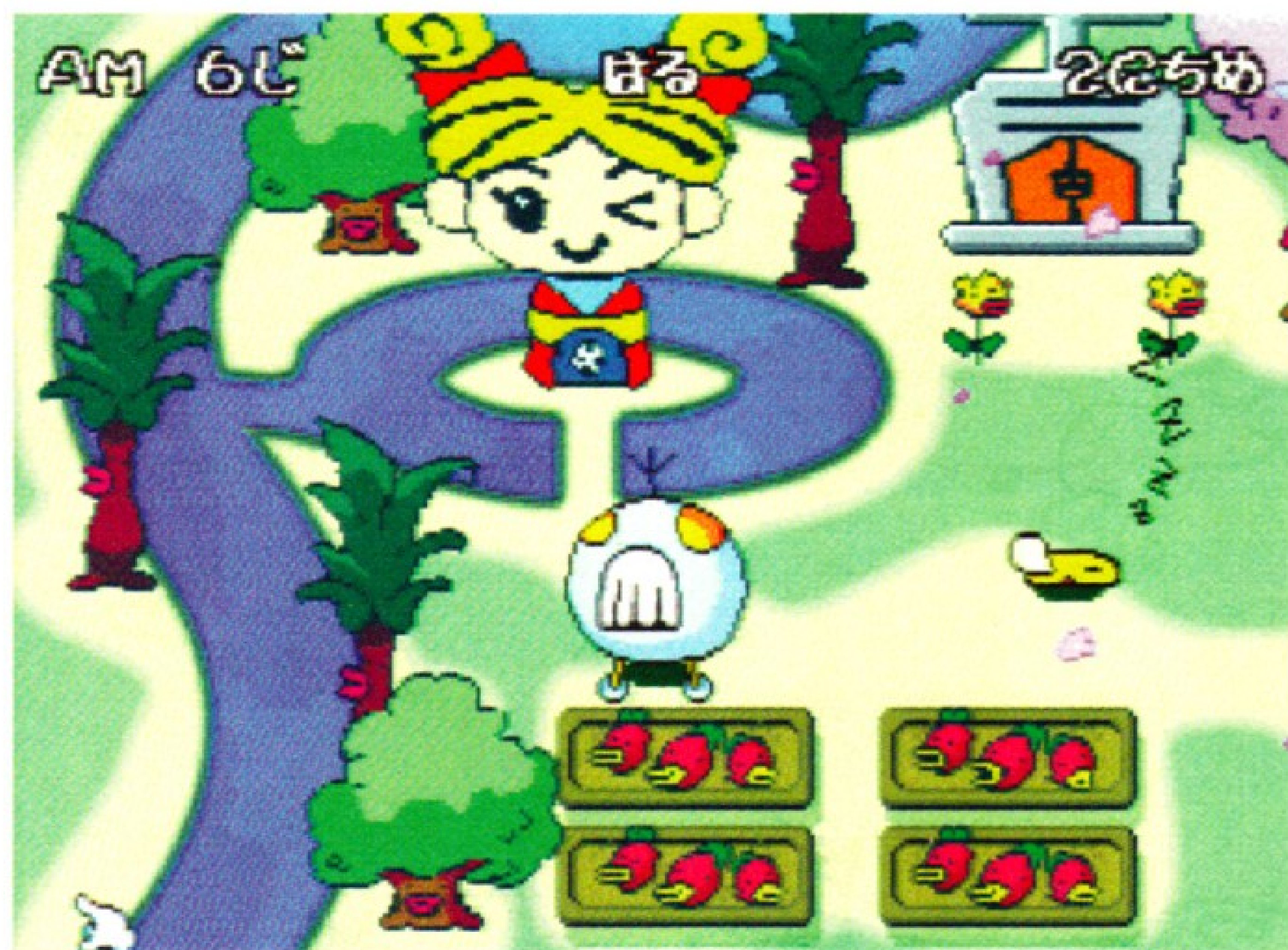


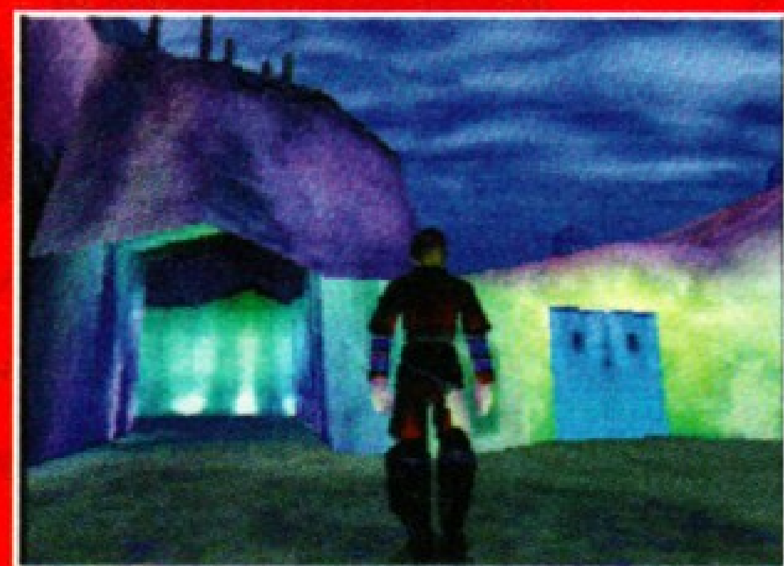
SUITABLY BIZARRE NEWS from Japan this month, as Tamagotchi Park arrives in the office. Initial confusion gave way to the delights of parenthood, as we started our genetic breeding experiments. The game plays identically to its miniature plastic predecessor, only there's now more of everything - more food, more games to play and even competitions against other Tamagotchis!

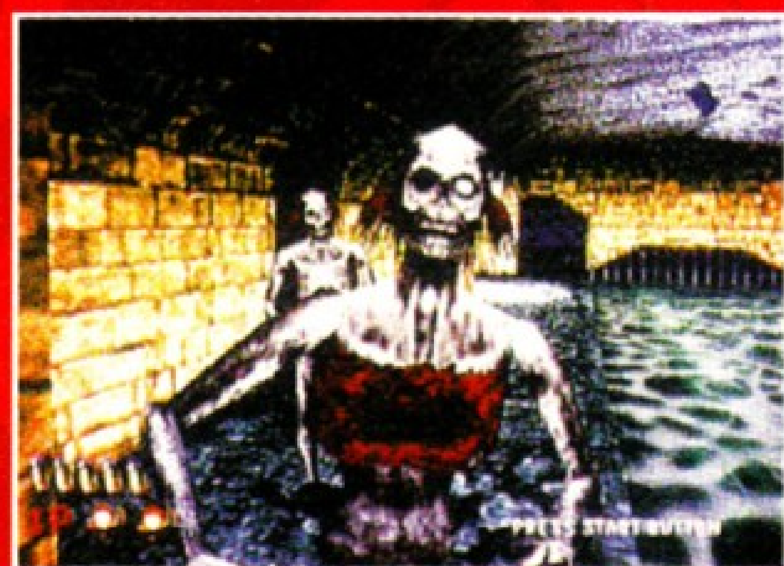


Players have the option to raise up to six of the little buggers, keeping an eye on their health via simple charts. Tamagotchi park also comes bundled with a pink memory cart so it's possible for loving parents to save their progress and raise generations of virtual pets!





Dear Newsperson,

As a huge fan of Lee Nutter, I look forward to my copy of SEGA SATURN MAGAZINE with baited breath. His hilarious wit, twisted outlook on life and excessive body hair make my month complete. To keep him off the streets and away from a life of crime, please reserve me a copy NOW!

NAME ______________________

ADDRESS ______________________

______________________

______________________

______________________


Silicon Dreams


98
WLS

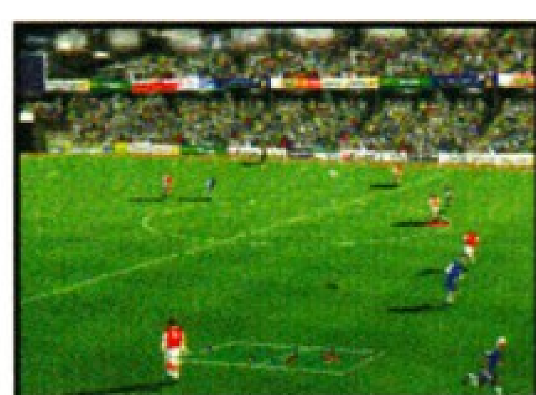





**This month, SEGA SATURN MAGAZINE presents an exclusive feature on the game Sega themselves are touting as a potential WorldWide Soccer beater - the awesome World League Soccer '98! LEE NUTTER reports.**

Ready yourself for the best footie title to grace the Saturn to date!





Alright. You know the deal. Third party Saturn developers are dropping like a teenager's testicles. We've seen the last of Electronic Arts, Acclaim and Gremlin. Hell, even long time Sega supporters Core are in bed with Sony, damn them. But what we're left with is an albeit select number of third party developers committed to getting the most out of Sega's 32-bit hardware. Take the talented multi-format developers Silicon Dreams for example. Rather than churning out a half-arsed port of their forthcoming World League Soccer '98, their uncompromising Saturn programmer has lovingly crafted arguably the finest footie sim on the Saturn to date. With crisp high-resolution visuals and rampantly playable footie action, it's no wonder Sega Europe have signed it as part of their awesome summer line-up. But don't just take my word for it, check out the cool demo on the front of next month's issue and judge for yourself. I guarantee it'll blow you away

With the hi-res visuals and rampantly playable footie action, it's no wonder Sega Europe have signed WLS '98 as part of their summer line-up.



▲ Using the Saturn's hi-res display, the visuals have a far crisper look than those of other footie titles.



▲ There's an impressive range of motion-captured moves to learn.



▲ The excellent action replay feature allows you to re-run those precious moments of glory from a spectacular range of camera angles.





▲ We're not exaggerating when we say that WLS '98 could well be a winner!





We're not exaggerating when we say that WLS '98 could well be a WorldWide-beater!

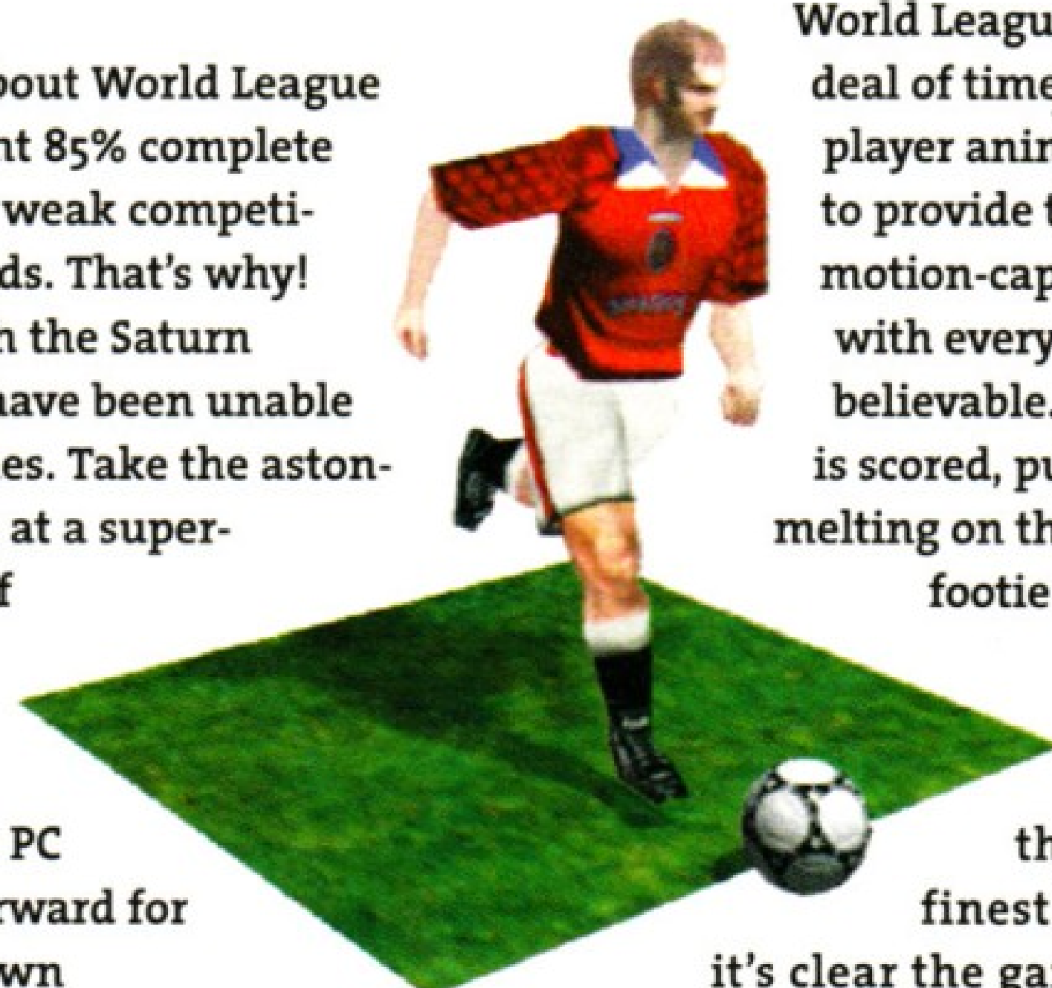




## A GAME OF TWO HALVES

So why are we enthusing so much about World League Soccer '98? Because even in its current 85% complete form, it blows away the pathetically weak competition from the more established brands. That's why! Silicon Dreams are doing things with the Saturn that even Sega's own programmers have been unable to achieve with two WorldWide games. Take the astonishing visuals for example. Running at a super-smooth 25 frames per second, each of the players, pitches and stadia are portrayed in crisp high-resolution, making the Saturn rendition virtually indistinguishable from the PC version. This really is quite a leap forward for a Saturn sports sim, making Sega's own WorldWide games look as rough as a bear's arse in comparison. It's that good.

However, it's the meticulous attention to detail which sets World League Soccer '98 apart from other footie games. A great deal of time and resources have been spent on perfecting the player animation, with Spurs' Les Ferdinand being drafted in to provide the real-life footage at Silicon Dreams' in-house motion-capture studio. The result is very impressive indeed, with every flick, trap and shot looking incredibly refined and believable. Further highlights include rippling nets as a goal is scored, puddles forming on the pitch from heavy rain, snow melting on the turf and a crowd which actually reacts to the footie action. Pretty cool, eh?



## MORE THAN JUST A GAME

Whilst there's little doubt in our minds that World League Soccer '98 will become the finest looking sports sim to grace the Saturn to date, it's clear the gameplay is no slouch either. This shouldn't really come as too much of a surprise considering Silicon Dreams' football heritage, with such respected games as Fever Pitch and Olympic Soccer already to their credit. As such, World League Soccer '98 is one of the most rampantly playable footie sims we've played in ages. This is largely due to the sheer speed and fluidity of the action, coupled with the superb game logic. Each of the players moves and reacts intuitively to each others' movements, adapting to whatever situation may arise in a life-like manner. Be it a sudden break or goal mouth scramble, it all serves to heighten the feeling of realism. This is made even more enjoyable by the versatile array of moves available to the players - back heels, lobs, headers and crosses - meaning that there's a decent learning curve to master before being competent enough to take on the power-house teams of Brazil and Italy.

Whilst there's little doubt that World League Soccer will become the best looking Saturn footie game, the gameplay is no slouch either.



▲ The screen shots look pretty cool, but you can't appreciate how awesome WLS is until you see it in motion.

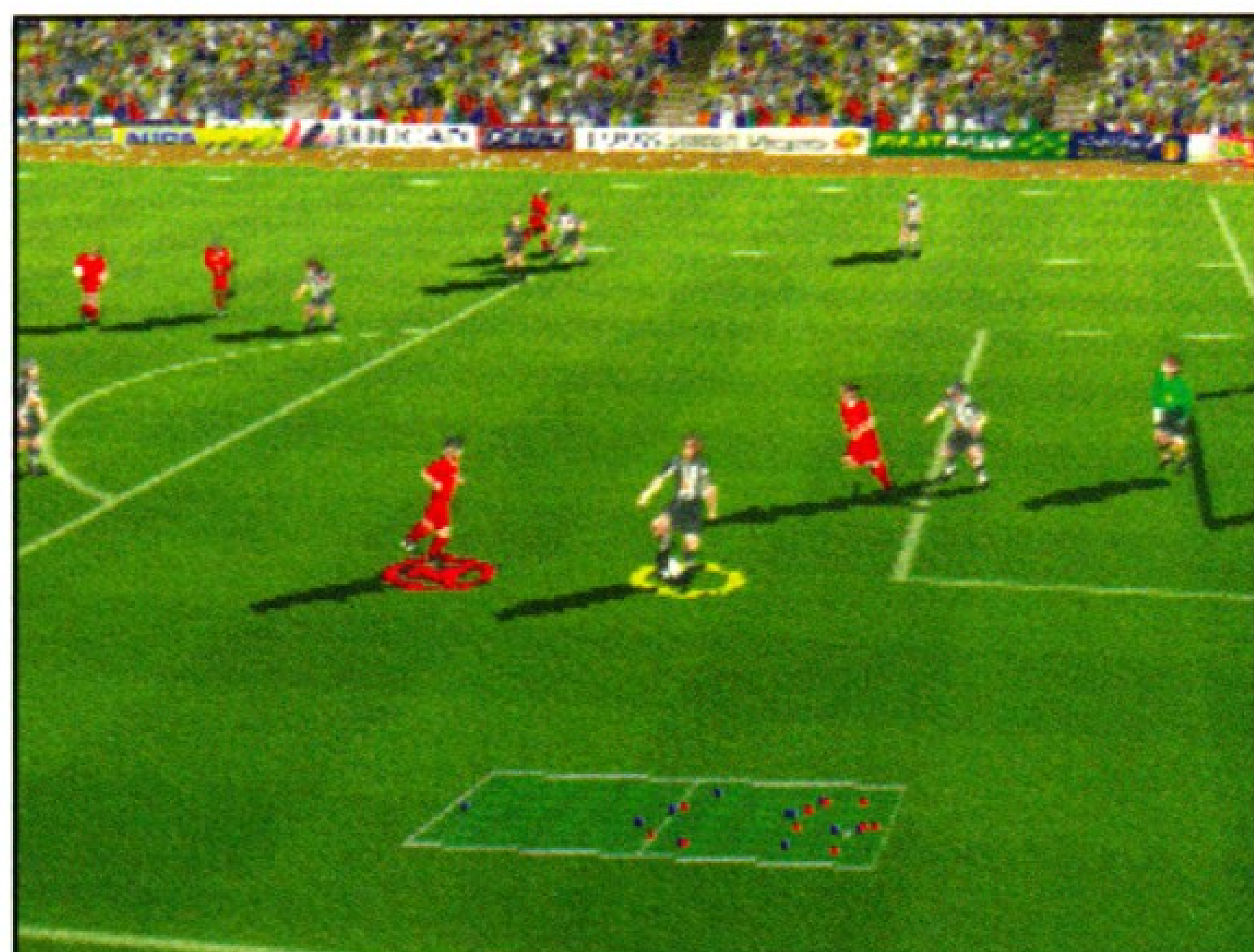


▲ All the top international teams are currently being programmed in.






The speed and fluidity of the action makes World League Soccer '98 one of the most rampantly playable football sims to date.



▲ Lens flare, rippling nets, variable weather, animated crowds and rotating advertisements are just some of the cool effects in WLS '98.





▲ The 'keeper AI is some of the toughest experienced in a soccer game.

## ...AND THERE'S MORE

But what makes or breaks a football sim these days are the gameplay variations, options and reams of statistics, of which World League Soccer '98 has plenty. There are a staggering 185 authentically replicated domestic and international teams to choose from, replete with their corresponding home and away strips. Choose from a massive 13 Premiership stadia, in addition to seven international stadia too. Not to mention a cool team edit feature, allowing players to customise teams and strips to suit their own requirements. Of course, it goes without saying that there's a full glut of panoramic camera angles to choose from, allowing you to view the match from just about anywhere in the stadium. Premiership fans can also rest assured that the finished version of the game will feature the most up-to-date team and player listings. So there are no worries there then. And we're happy to report that Silicon Dreams have signed Football Italia's Peter Brackly to provide the in-game commentary, whilst football veteran Ray Wilkins provides some excellent post-match analysis. Cool.





▲ Expect top commentary from Peter Brackley and Ray Wilkins in the finished product!

## NEXT MONTH

There's no respite in our World League Soccer '98 coverage next issue, as we're expecting a finished PAL version of the game to arrive in our office any day now. A full-on review is guaranteed to appear in the very next issue of SEGA SATURN MAGAZINE!







▲ Expect all the Premiership team and player listings in the final version.





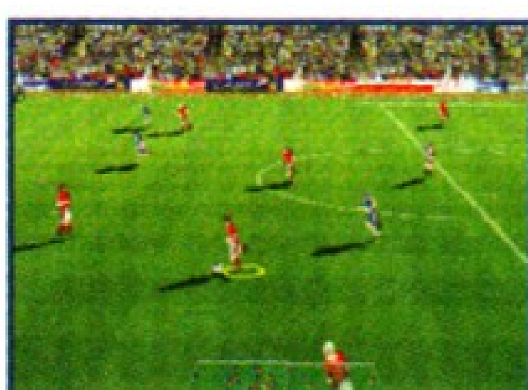




▲ Sega Europe have a May release planned, which means we'll have hod-loads more coverage next issue!

# WORLD LEAGUE SOCCER '98 INTERVIEWED
## SSM SPEAKS TO THE BRAINS BEHIND THE BALLS!





Plans are afoot to release WLS '98 just in time for the World Cup. Cool.

The project has been in development now for years - literally.



**SSM Can you tell us what part you've played in the development of World League Soccer '98?**

**Robert Palfreman - Project Director**
Most of the design and development issues where taken care of by the team themselves. I've mostly been responsible for research, scheduling, and other external issues. As you can imagine, with a product on the scale of WLS '98 compiling all the data and research is a huge task.

**SSM What products have you worked on in the past?**
**RP** Having been in the games industry for six years, I've worked on more products than I care to remember! These range from Flashback to Star Wars, but mainly I've worked on sports titles

**SSM When did work on WLS '98 begin?**
**RP** Initial research and design work started in late '95, but the real development started in '96.

**SSM How many people have been involved in the development of WLS '98?**
**RP** We're currently running a team of 20 staff on WLS '98 including coders, artists, animators, testers and researchers.

**SSM Can you tell us the origin of World League Soccer '98? What were the main objectives with the game?**
**RP** With Olympic Soccer and Soccer '97 (developed by the same team) both receiving critical acclaim, we felt we could push football games even further. WLS '98 is the result of a highly skilled and talented team, keen to write the best looking and most playable footie game available.

**SSM Were you at all influenced by Sega's own WorldWide Soccer games?**
**RP** We looked at all the current soccer games and chose what we felt to be the best features from each. Most importantly though, we designed WLS'98 in a way that we felt would make the most enjoyable and fun game.

"We looked at all the current soccer games and chose what we felt to be the best features from each."




**SSM How have you tried to make WLS stand out as a unique soccer game?**
**RP** We feel that the graphical quality and the overall quality of WLS '98 are enough to make the game unique.

**SSM Obviously there are bound to be comparisons made between your game and WorldWide Soccer. What do you think are the main differences?**

**Giles Park - Saturn Programmer**
The scope of play on offer in WLS '98 is greater than that in WWS. There's also a far greater range of passes, shots, kicks and headers available. Passing can take the form of simple taps to players feet, instant one touch passing or you can even pass to a drone player and keep control of the player who originally kicked the ball. This level of control is extended to all aspects of the game. Aftertouch, the forgotten football gameplay trump card, has also made a comeback in this game. It's not been overstated so as to make the game unrealistic, but balanced properly, to give the player total control over shots, volleys and chips.

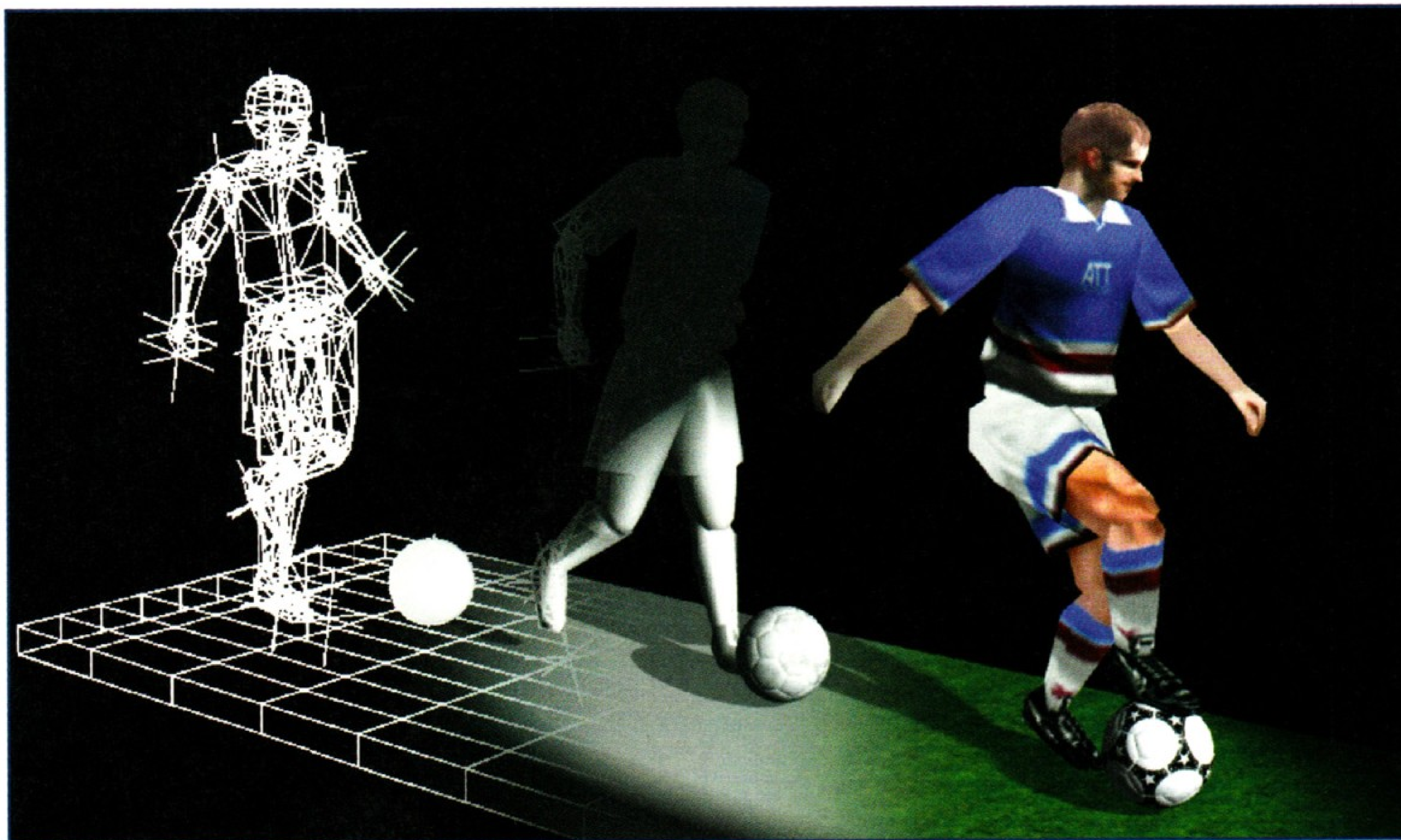
Play is also more open as the ball can be more freely kicked into space rather than always having to land at a players feet. The AI is also more realistic. The AI changes tactics as the game progresses, depending on the type of game and how well they are performing. For example, they may switch to a more defensive formation if



▲ Don't let the gruesome photos put you off. World League Soccer '98 is actually a top game.



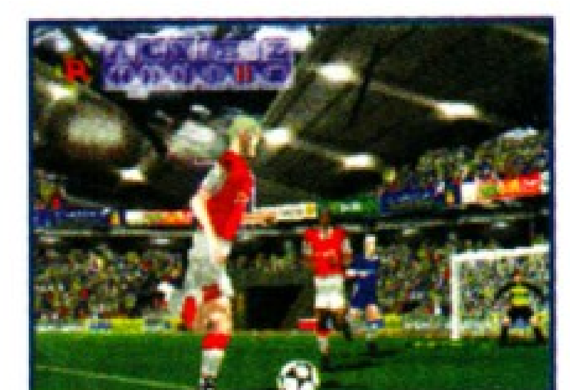
▲ Urghhh... I mean erm... top blokes. No really. Top blokes.



◀ All the animation was motion-captured using Les Ferdinand at Silicon Dreams' in-house studio.

▼ Looks pretty cool, eh? Expect a full-on review in the next issue of SSM!





Graphically, the players are better defined in WLS '98 due to the Saturn's higher resolution. The pitch is also more hi-res, looking less pixilated than that in WWS.

they're two goals up and in the last 10 minutes. The goalkeepers are also the most intelligent in any football game. They're constantly analysing the game and calculating exactly the best positions to stand and when to dive.

Tactically, WLS '98 is also more flexible. There are no set formations in the game, the player is able to create there own, right down to individual player positioning. There are also separate formations definable for attacking and defending enabling you to create a multitude of playing tactics.

Graphically, the players are better defined in WLS '98 due to the Saturn's higher resolution. The pitch is also more hi-res, looking less pixilated than that in WWS. Crowds animate, advertising boards rotate, corner flags flap and the floodlights and sun create lens flares. The goal nets also ripple beautifully when a goal is scored. The sound FX and crowd chants also offer more variety giving the play a better atmosphere.

**SSM To what lengths have the team gone to ensure the player AI is just right?**

GP A lot of play testing has been carried out by people who are football fanatics. The AI is structured so that easier teams can be beaten with simple passing games, but to beat the harder teams, more invention must be used, both tactically and in play.

**SSM How was the realistic animation of the players achieved?**

GP All animations were motion captured using Les Ferdinand and an Oxford professional. Silicon Dreams has its own motion capture studio, enabling us to take as many captures as needed until we got the animations just right.

**SSM Did Silicon Dreams encounter any problems signing top names for the commentary and post-match analysis?**

GP No, Peter Brackley and Ray Wilkins were only too pleased when they saw the quality of the product.

**SSM What was the most difficult aspect of the game to implement?**

GP Everything. It's on such a large scale, that bringing everything together into one coherent package proved very difficult. Technically, probably the commentary system and hi-res front end were the hardest parts to implement.

**SSM Which aspect of the game are you particularly proud of?**

GP The overall look and feel of the game. Soundwise, it's also spot-on.

**SSM The game engine is clearly excellent. Are there any plans to put it to further use? World League Soccer '99 perhaps?**

GP Maybe WLS '99 or WLS2000 will come to a Sega machine, but not necessarily the Saturn.

**SSM Have you any messages for the loyal SEGA SATURN MAGAZINE readership?**

GP WLS '98 is going to be a superb game for a superb machine. A lot of the gameplay was initially written on the Saturn and then ported to other machines, so in my opinion it could arguably be the best version of the lot. You all better go out and buy yourselves a copy or three if you want a sequel. Especially as I've just spent the last 24 months of my life writing it!

▼ A sequel on a future Sega machine? Hmmm.... Sounds intriguing.





| BY | GT INTERACTIVE | |
|---|---|---|
| RELEASE | TBA | PLAYERS |
| HARDWARE | PRICE £TBA | 1 |
| N/A | STYLE STRATEGY | |

**Great game, crap title. That was the popular view when the PC version was released a couple of years ago and now it looks as though the Bitmap Brothers' Z will enjoy similar success on the Saturn.**

# Z



▲ The graphics are more functional than attractive, but the cool FMV bits more than make up for this.



▲ Look forward to some enormous battles in the final copy.

Despite being one of the most plagiarised game concepts ever (second only to the corridor shoot 'em up), it's no secret that we have more than a small penchant for these real-time war sims. Both Command & Conquer and the recent Warcraft II rated highly in our Christmas Top 50 feature, thriving on their simple yet utterly absorbing gameplay. So no one was happier than SSM, when a conversion of the classic Bitmap Brothers' Z dropped into our laps this week. Not just because Z is widely regarded as one of the finest examples of the war sim genre, but also because it's encouraging to preview a game that's definitely coming out in the UK!

The basic concept of Z doesn't stray too far from the established Command & Conquer formula - amass a sizable army of troops, jeeps and ground assault vehicles before advancing into the enemy camp and destroying their base of operations. It sounds simple enough, but is in fact quite a lengthy process which requires a great deal of forward planning, prioritising of tasks and ruthless strategies.



You see, each of the huge environments are split into various territories of which you control half. As Commander, your task is to oversee military skirmishes into enemy territories, ensuring sufficient troops and firepower have been manufactured to overwhelm the equally determined enemy. Once the territory flag is captured, the vehicles and weapon-making facilities therein are commandeered, bolstering your swelling military presence. Pretty soon you'll have accumulated sufficient resources to churn out a formidable army,



▲ Destroy the enemy base camp to complete the mission.

▲ A vast artillery can be manufactured to crush the enemy.

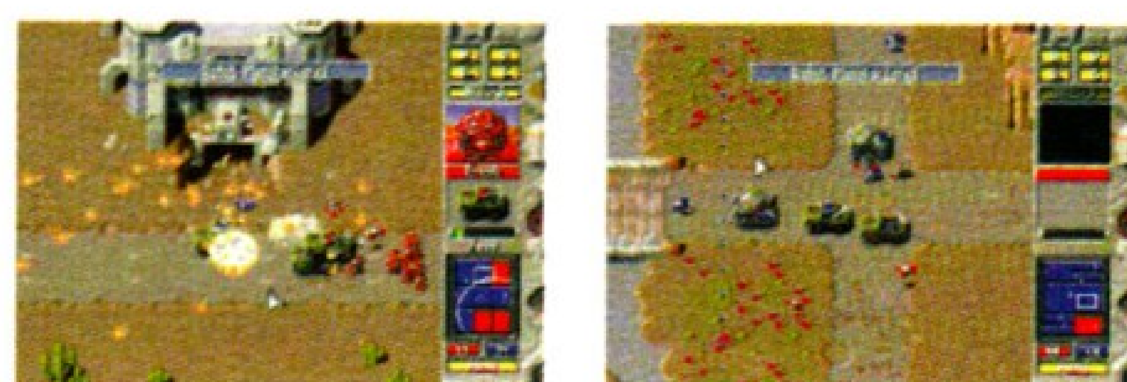
**[ Z is deceptively simple to get to grips with and offers a thoroughly absorbing challenge! ]**

## GRAPHICS MAKETH NOT A GOOD GAME

Let's face it, Z's graphics are hardly state-of-the-art. Each of the sprites are detailed and well-animated, but a bit crap by current 32-bit standards. That's fine, because the extra CD storage space has been put to good use in the form of some cool rendered snippets. Therein, your Commander lets rip with a vicious onslaught of insults if your mission is a failure, or congratulates you if the mission is a success. They look absolutely stunning and add a great deal of humour to the game, though there's no getting away from the fact that Z looks like a Megadrive game.

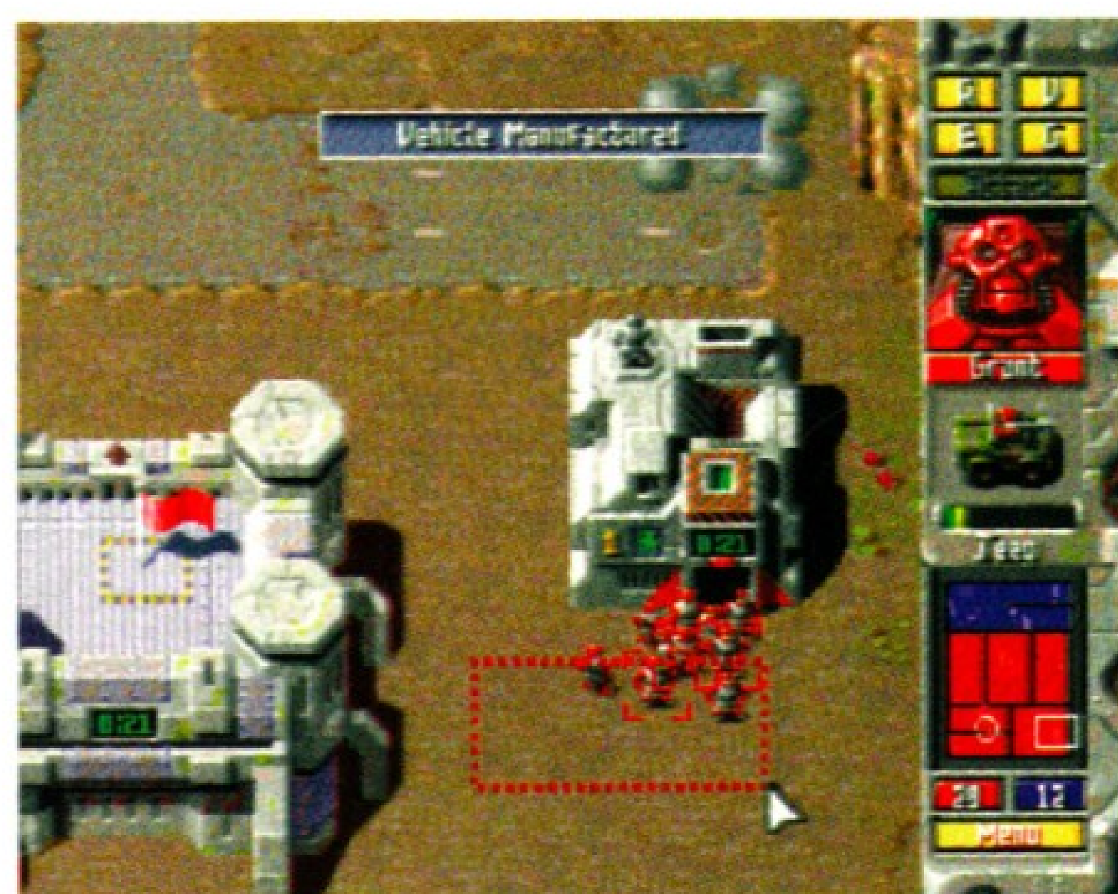













capable of destroying the enemy base of operations and thus completing the mission.

This may sound quite complex, but the truth is that Z is deceptively simple to get to grips with. Commanding a single jeep or manipulating an entire battalion couldn't be easier, thanks to the familiar point and click interface. This is made even more straightforward by the excellent artificial intelligence, meaning that your troops will actually think for themselves when you're not on hand to command them, running or retaliating where appropriate. The CPU forces are no slouch either, with even the earlier missions taking literally hours to successfully complete.

It's a good job too, because as with other examples of the genre which have graced the Saturn of late, Z is sorely lacking some two-player action, which was always the most fun part anyway. I find it difficult to accept that a link-up or a split-screen two-player mode would have been that difficult to implement, especially considering the simplicity of the visuals. Damn them.

Gripe aside, we're really looking forward to receiving a finished version of Z. Yeah, the graphics may be basic, but the involving gameplay and sheer thrill of committing mass genocide may just be enough to win us over. Find out for sure in the next issue of SEGA SATURN MAGAZINE.

## SIMILAR BUT DIFFERENT

**Whilst Z remains faithful to the Command & Conquer formula, there are several noticeable differences to distinguish it from the Westwood Studios' classic. The whole game is geared to running at a faster lick of speed than C&C, with none of the unnecessary distractions offered by the latter. For starters, the smallest denominator in which troops can be moved is three, as opposed to moving individual soldiers. Similarly, there's none of that "harvesting Tiberium" nonsense to worry about, allowing players to get straight to work on amassing a sizable military force capable of destroying the enemy camp. Also of note is the fact that the entire map may be accessed from the outset, meaning there's no need to waste time exploring the surrounding environment before each area is revealed. This speeds things along a great deal, making the game far more appealing to newcomers than similar titles in the genre.**







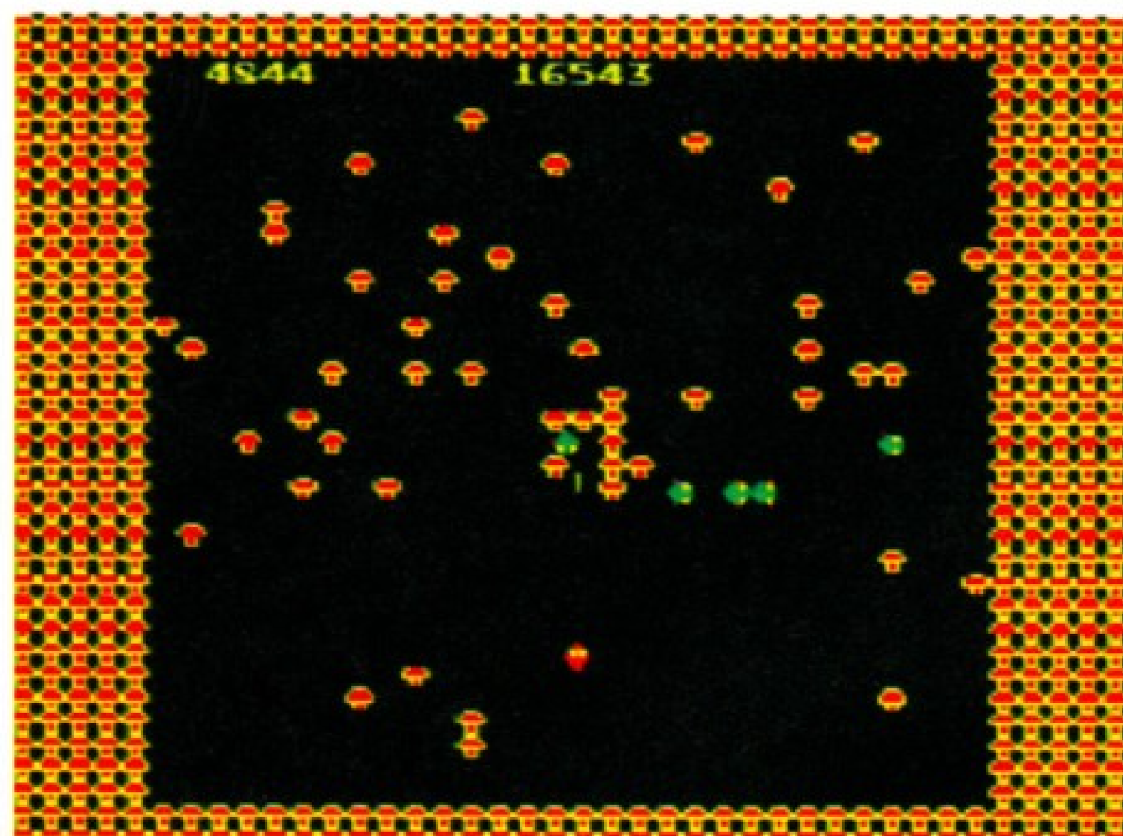


PREVIEW

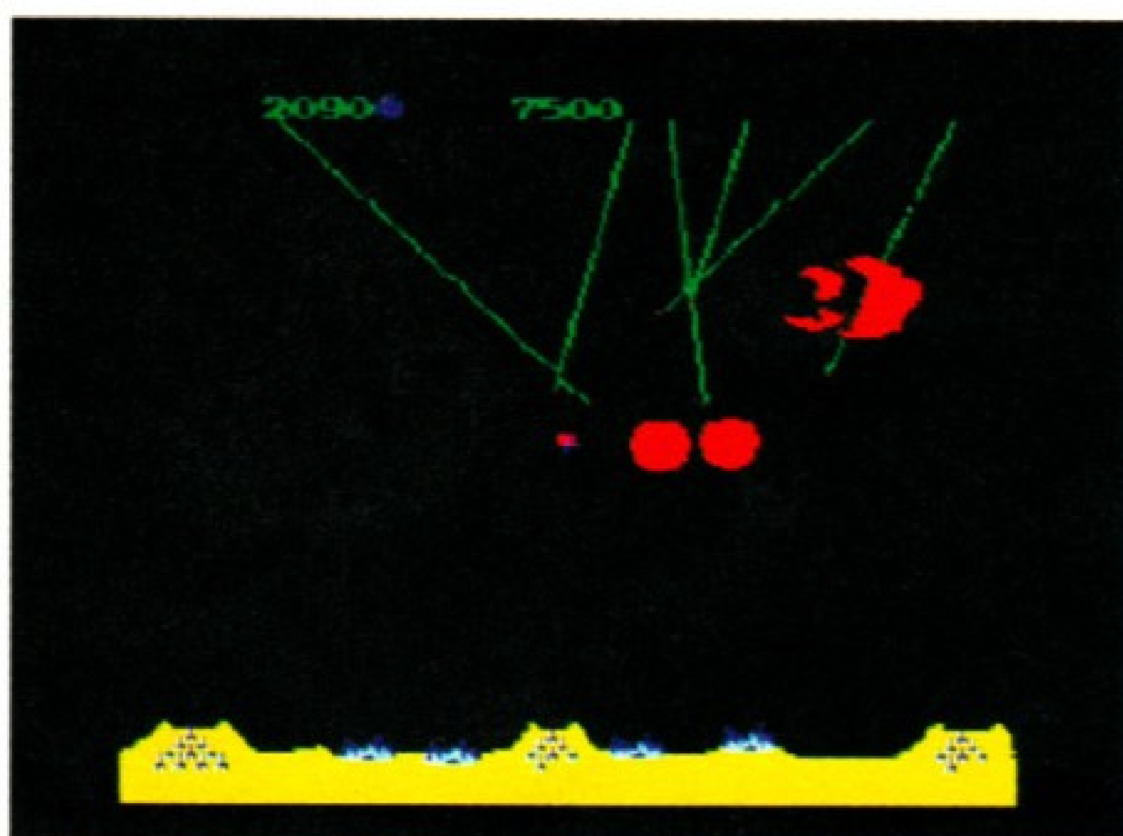
| BY | GT INTERACTIVE |
|---|---|
| RELEASE | APRIL |
| PLAYERS | 1 |
| HARDWARE | N/A |
| PRICE | TBA |
| STYLE | RETRO |

**Reports of the death of the Saturn's third party support are exaggerated it would seem... this issue we have three such games waiting in the wings and this retro collection is one of them!**

# Atari Greatest Hits



▲ Centipede: Space Invaders in the garden, kind of.



▲ Missile Command: a true "warrior's game". Oh, yes.

If you're a PC owner on the Internet you might be aware of the "emulation" scene. Basically, computers are so powerful these days, you can program them to exactly imitate bygone technology and run actual game code from the early days on today's machines! There's everything from Space Invaders emulators to programs allowing you to play the likes of Street Fighter 2 and Strider. Hell, there's even a Spectrum emulator for the Yaroze PlayStation that you can run on the PC with a PlayStation emulator (I'm not making that up).

Still, the Saturn's no slouch in the CPU horsepower department and getting back to the original point of this piece, Atari have now finished the emulation software for some of their old games... so now you can play the likes of Asteroids and Missile Command in arcade-perfect-o-vision on your Saturn! Remember, these are no mere "conversions" - it's the actual coin-op code running on the Saturn. Cool eh? Who knows, one day we might be running Scud Race emulators on our Sega Omnipotent Nega Scopes (or whatever the future home technology will be called).

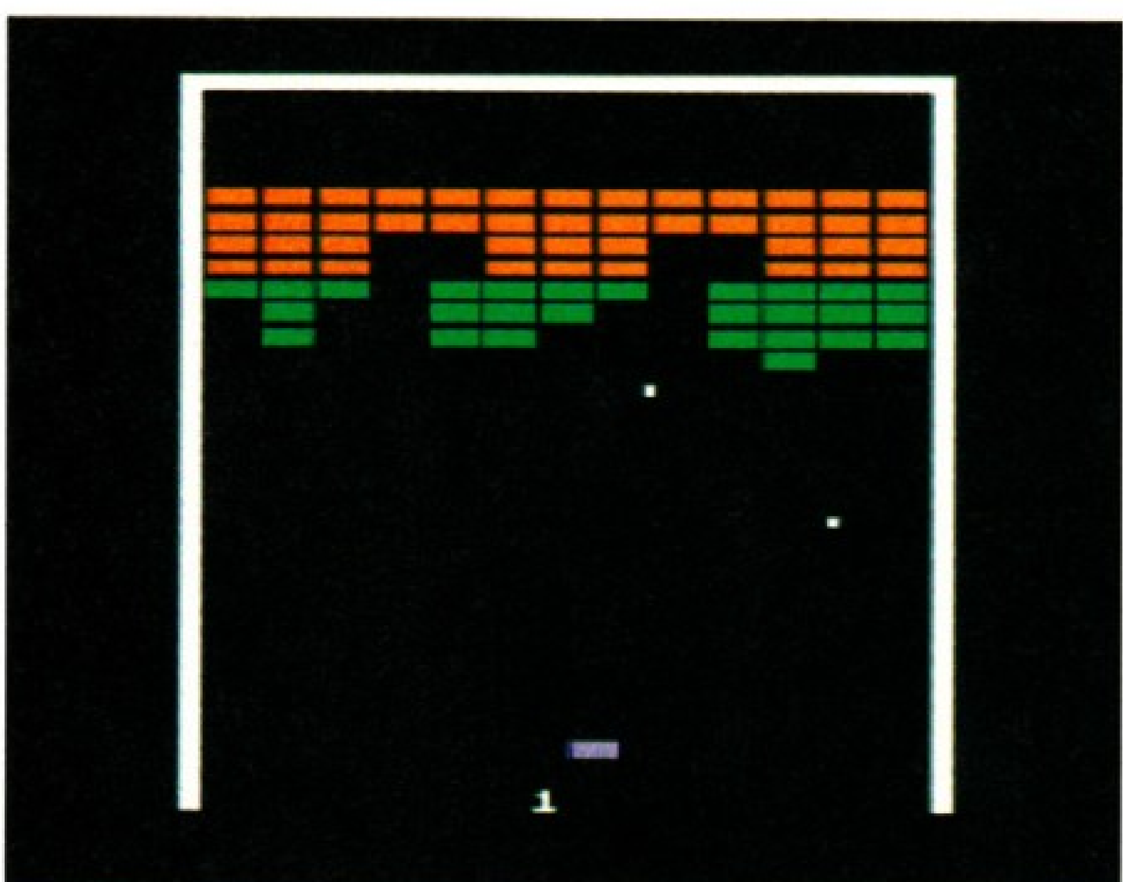
Now you might think that five crusty old games being sold for between 35 and 40 might well be a bit of a con. Particularly as PC owners can download them for nothing on the net. Well, there are three advantages that this package has. Firstly, you won't need the PC. Secondly, it's not illegal (as downloading copyrighted arcade code from the net is). But most significantly, there are are some goodies added to the package that should really appeal to retro junkies.

Presented in not-bad-really-FMV-o-vision, the package includes interviews with the original Atari programmers behind these seminal masterpieces, along with bollock loads of other minutia, like cabinet photographs, artwork and the like. It all combines to

**[ Another top-notch retro pack hits Saturn! And it's getting an official release! ]**

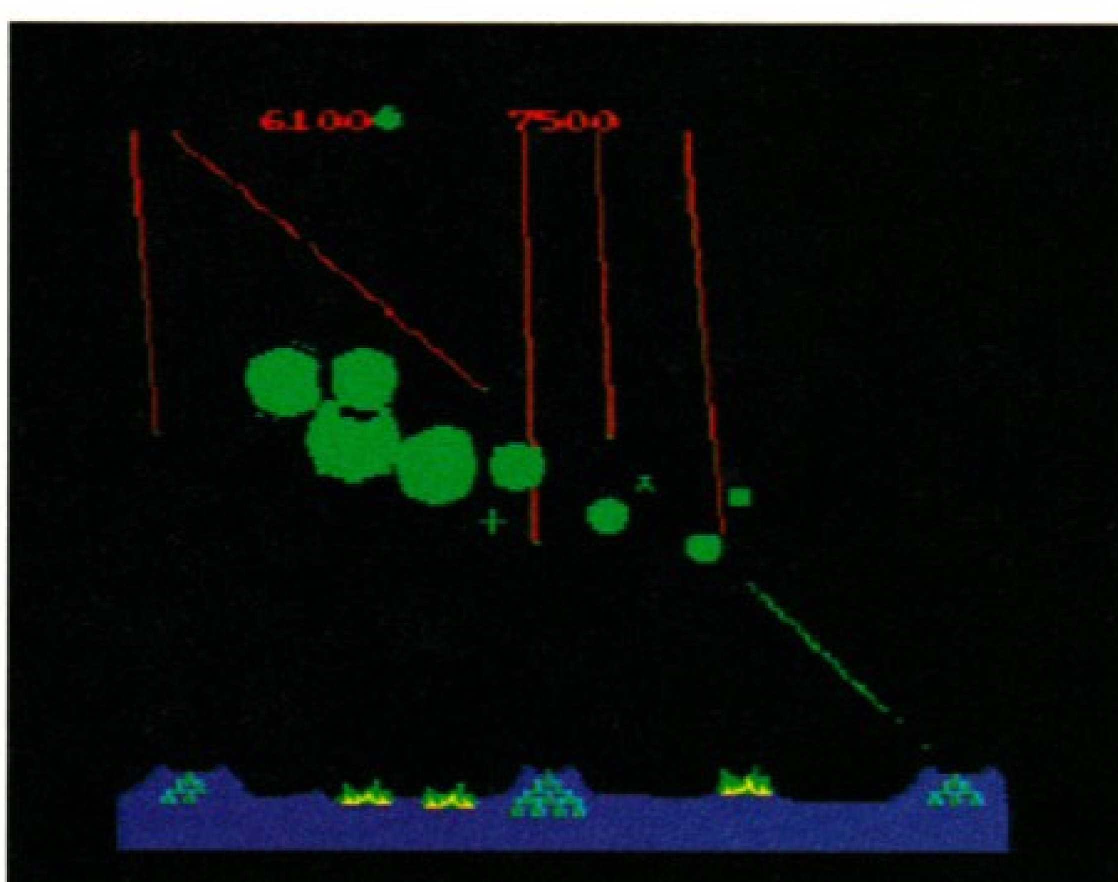
## SUPER BREAKOUT

This arcade-perfect rendition of Breakout is simple fare - just bounce the ball into the bricks and bat it back up and until they've all been taken out. Unlike the superior Atari VCS version, the ball only takes out a single brick when you hit it, even if you ricochet through a hole and into a confined space, hoping to remove several. Not the greatest.



## MISSILE COMMAND

Without a doubt the single greatest game to emerge from early Atari, Missile Command remains a true warrior's game. Use three bases with limited missiles to blast explode incoming nuclear warheads. The emulation is perfect, although the joypad isn't a patch on the old arcade trackball. Still brilliant though!

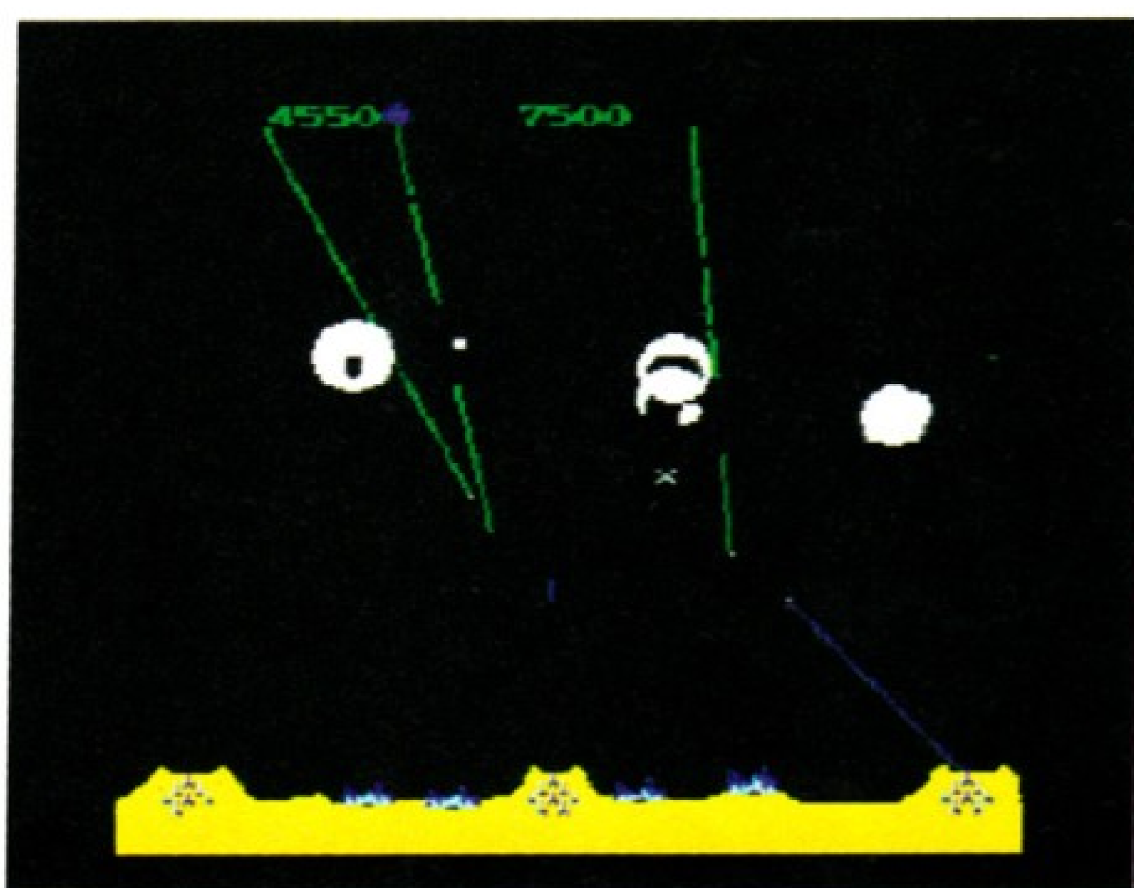


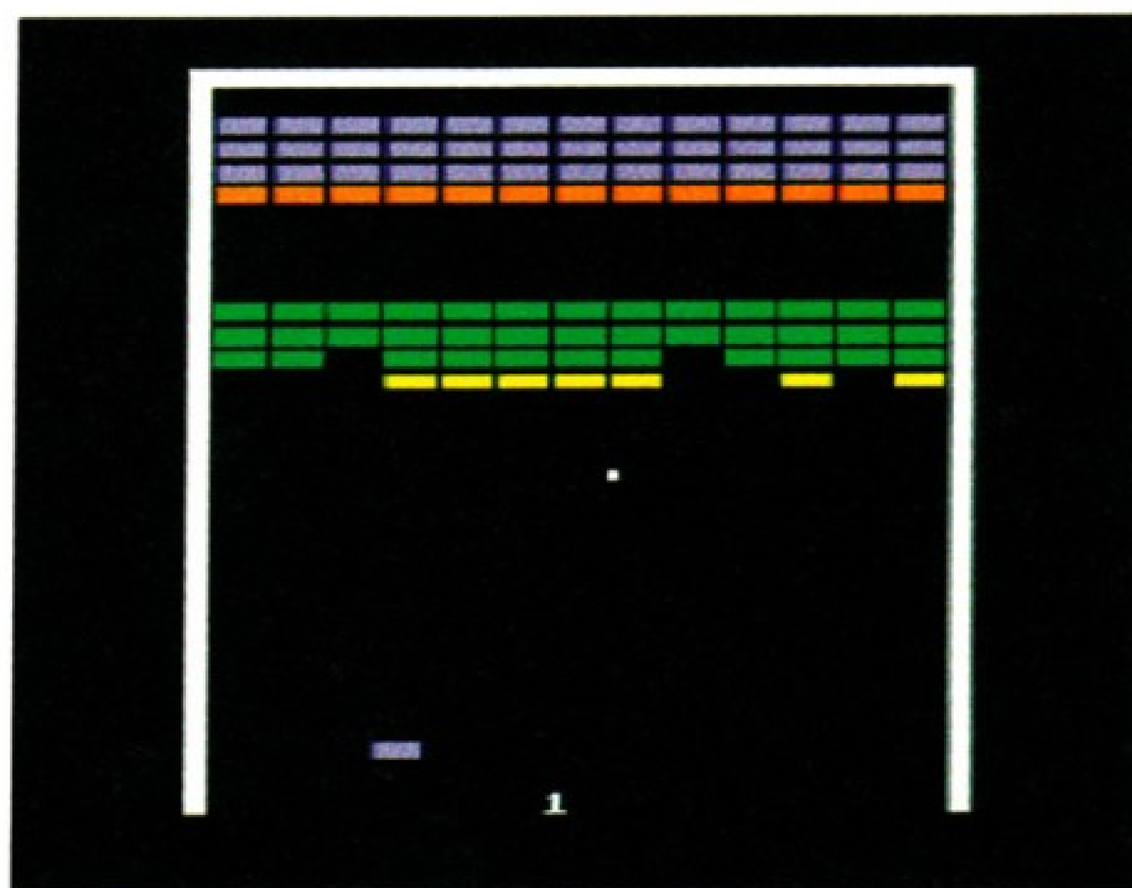

## ASTEROIDS

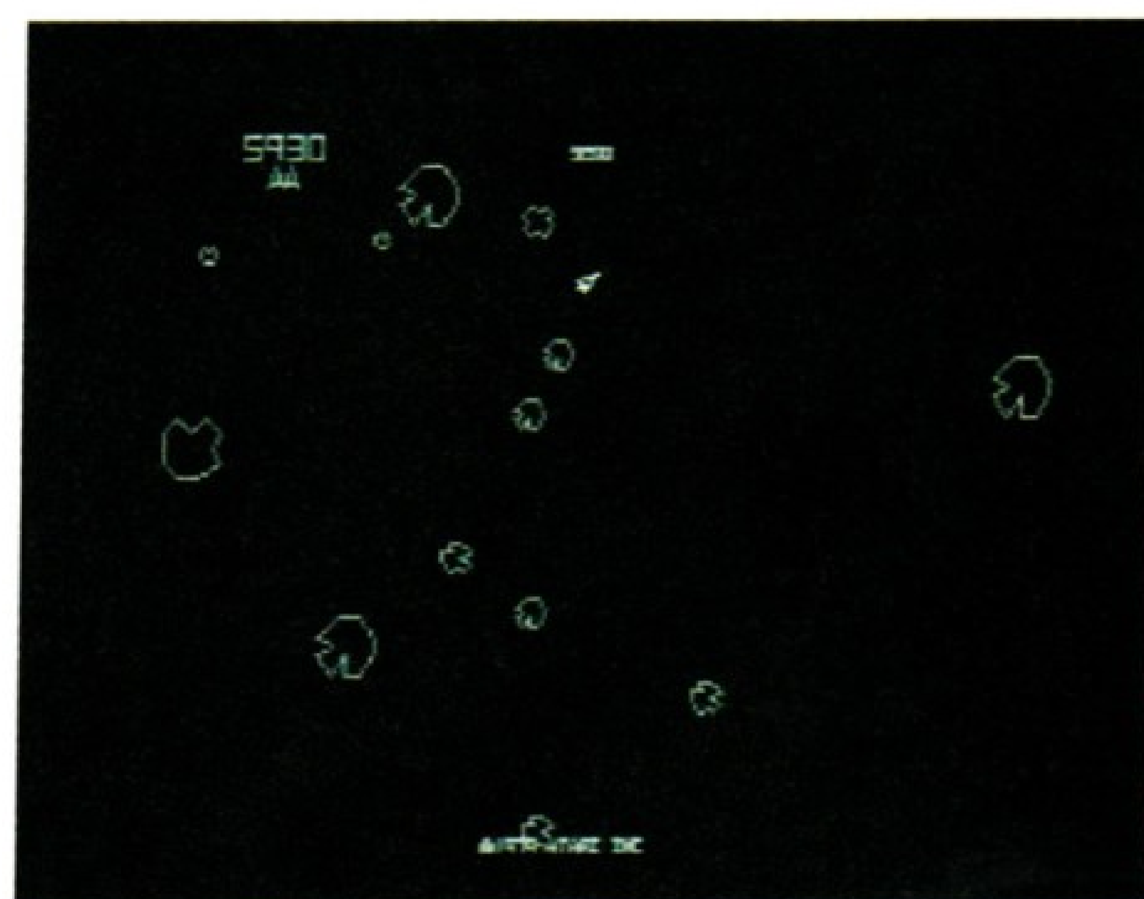
One of the classic vector graphics videogames of the early eighties, this is very simple stuff indeed. You can rotate your ship left and right, thrust forward, shoot and teleport. The aim is simply to clear the screen of Asteroids by blasting them into smaller pieces until there's nothing left. The old bug of exploding for no reason after teleporting remains in effect!







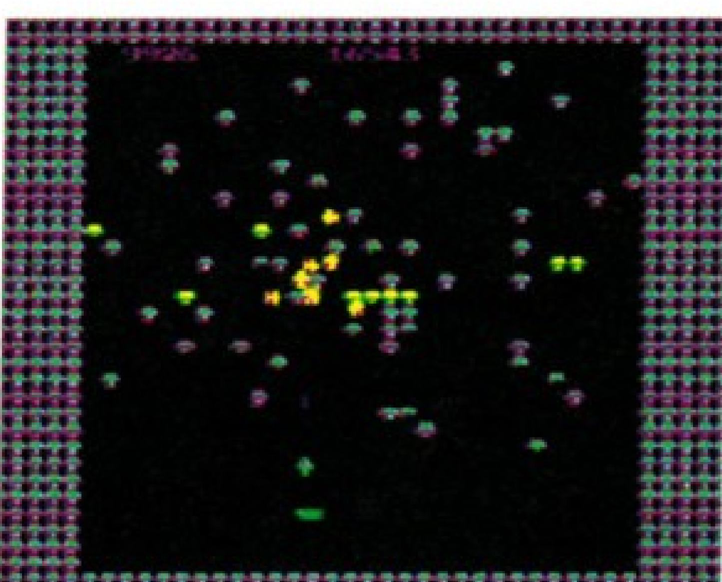



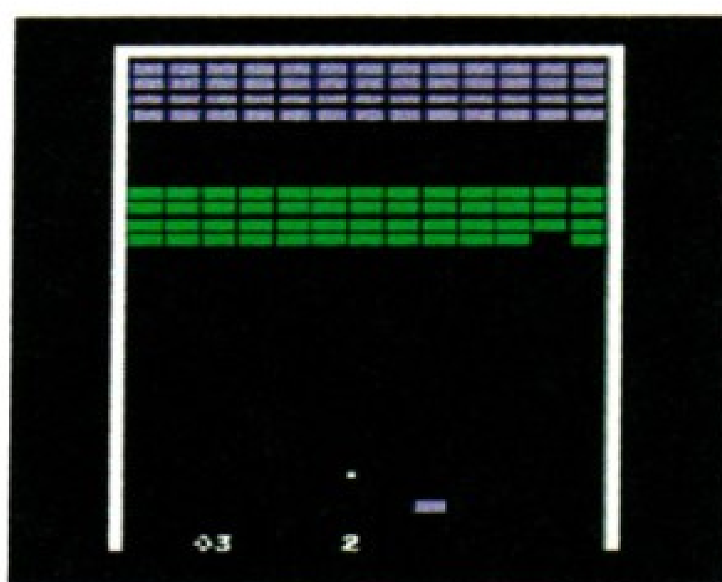





make a fully rounded and most palatable retro package. True, it's not in the same realms of professional presentation as Sonic Jam or the Namco Museums on the PlayStation, but look, it's all part of the package and not bad it is either. Perhaps the interviewees might go on a bit about the most bizarre things (like dispelling the rumour that you can drive right up to the erupting volcano in Battlezone), but for older games it's quite interesting. Apart from the volcano thing obviously.

And the best thing? Unlike the aborted Williams Arcade Greatest Hits, this Atari collection is actually going to get an official release. Not bad eh? Well, we shall indeed be "reviewing" this package in the very next edition of SEGA SATURN MAGAZINE. Now you can't say fairer than that can you? No sir.





**Atari's Top Five REAL Greatest Hits**

1. Gauntlet
2. APB
3. Paperboy
4. Roadblasters
5. Missile Command

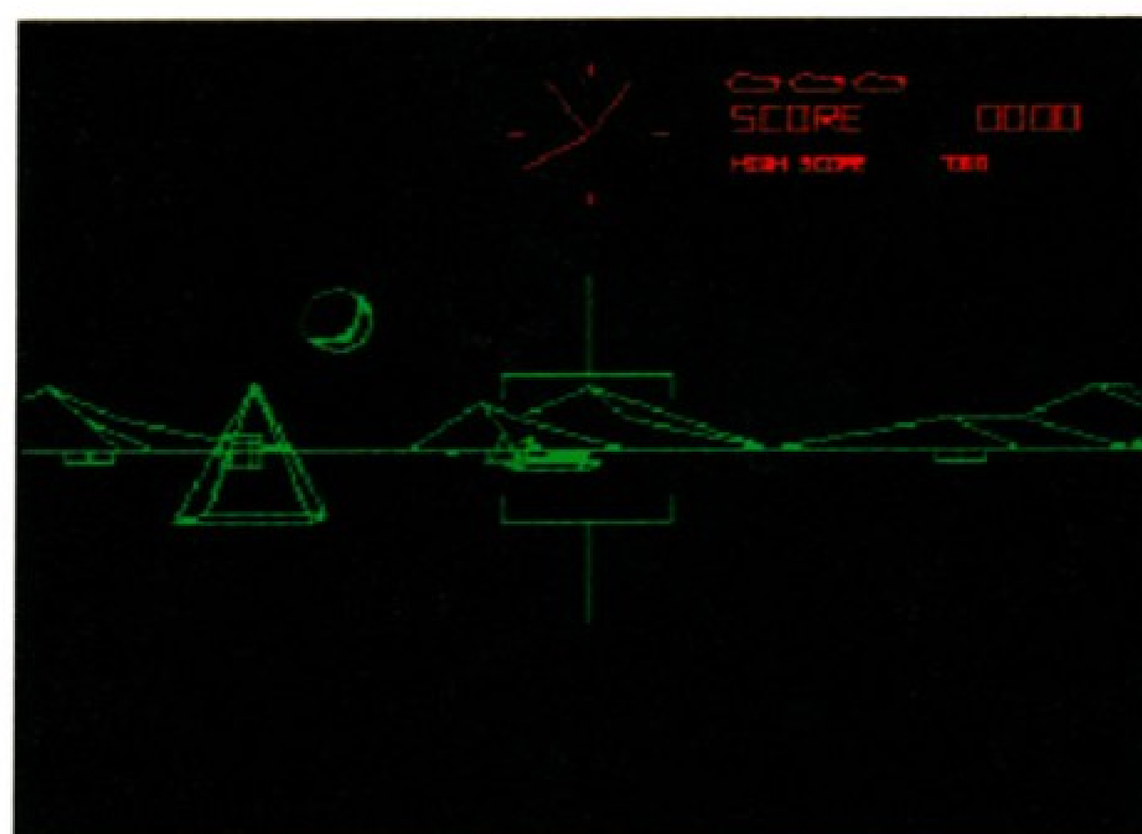
## CENTIPEDE

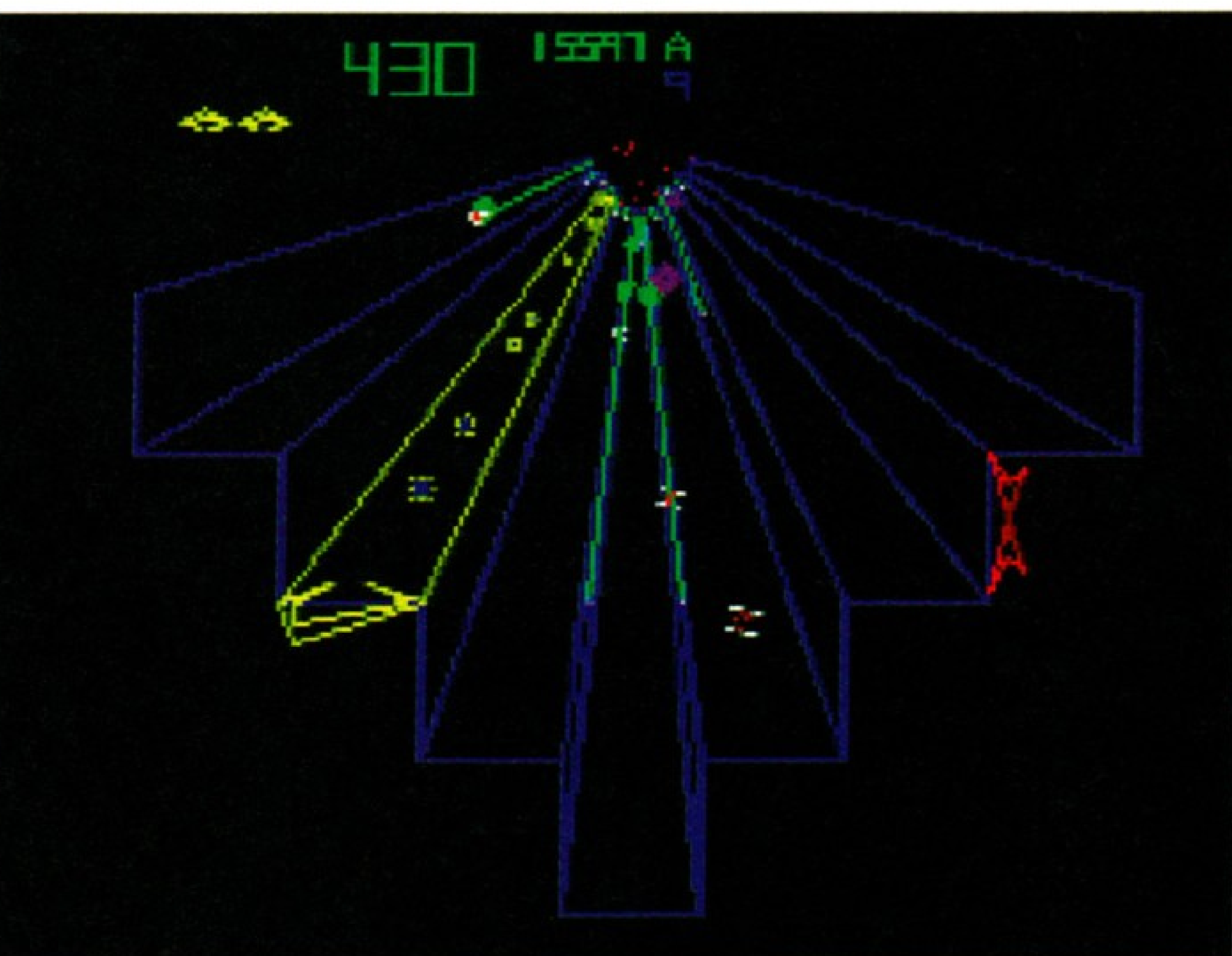
**Imagine Space Invaders moved away from its cosmic arena and into, er, a garden populated with mushrooms and spiders and that pretty much sums up Centipede. Be sure to blast the eponymous centipede into pieces but remember that if you don't catch the end you'll just split the beast in two!**




## BATTLEZONE

**One of the first first-person perspective blasters, you're a tank commander, right, and you need to blow up all the other tanks and alien flying saucers that come your way. Excellent vector graphics for the time, but it has to be said that this game's playability hasn't quite survived in the same way as Missile Command...**




▲ This is already a part of Tempest 2000. This is slightly more authentic though.




▲ Take out the ends of the centipede or else you create two smaller monstrosities!

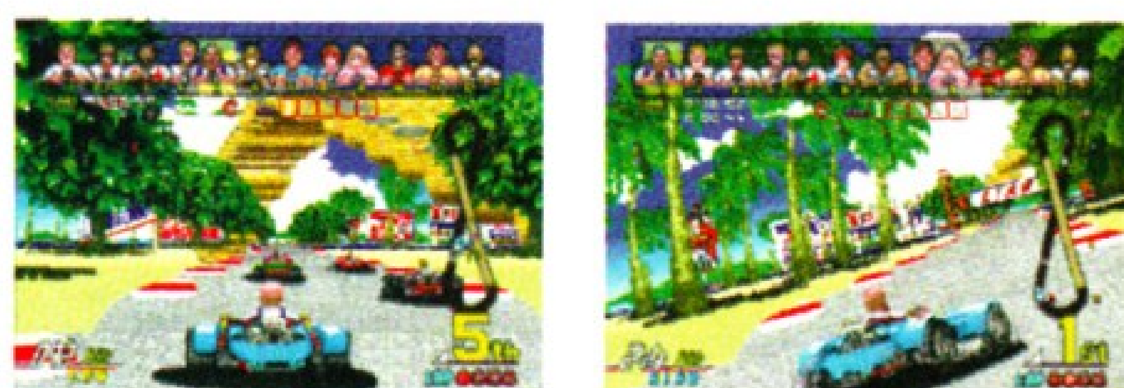
| | | | |
|---|---|---|---|
| BY | SEGA | | |
| RELEASE | IMPORT | | PLAYERS |
| HARDWARE | PRICE | IMPORT | |
| | STYLE | RACING | |

**Sega Ages might well be a thing of the past for us European Saturn owners, but the Japanese like their retro and the brand continues in the Land of the Rising Sun. All hail AM2's mighty Power Drift!**

# Power Drift




▲ Even the very tracks are layered, enlarging sprites!



▲ The rollercoaster style courses make for some pretty unique racing - imagine a Model 3 version!

**Power Drift is a game that has big history for me (Rich). Many were the days that I'd disappear down the Southend seafront to have a go on this classic AM2 racer in all its hydraulic chair glory. Designed by the all-powerful Yu Suzuki, Power Drift took Street Racer style buggies and let them burn some rubber on the most amazing rollercoaster style courses you'd ever seen (back in 1988).**

Perhaps the best thing about Power Drift though was the sensational soundtrack. Mr Suzuki was well keen on getting the best possible music into his coin-ops at that time and that resulted in some stunning music heard on the likes of OutRun, Super Hang-On and Afterburner. Power Drift continued that fine tradition with awesome tunes pounding out from the massive headache inducing speakers built into the cabinet.

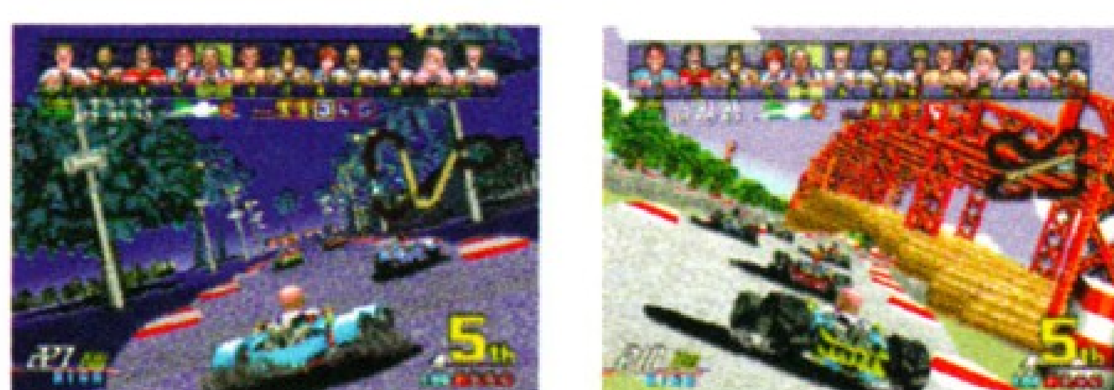
But it was the concept of Power Drift that was cool at the time, and is still rather excellent today. You see, the tracks in the game were so implausible, you'd never get to drive (let alone race) on these courses! Literally, they were more like rollercoasters! Just imagine this sort of imagination going into a game powered by today's Model 3 technology...



And of course, the other cool aspect of Power Drift was the playability. This is Yu Suzuki at his finest before he got all obsessed with realistic racing. So throw any conceptions you might have about racing these buggies out of the window. Power Drift is played for speed and fun. It's that simple and it's a great ride while it lasts. Not only that, there are 25 courses in the game. True, they're quite small and compact, but again these were the days before Virtua Racing, when AM2 did more than



▲ You drive over those suspended logs later on.



▲ Twenty five courses offers plenty of variety.



**[ Time-warp back a decade and experience Yu Suzuki's Super Sprite Scaling racer! ]**

## OVERVIEW!

Despite the fact that the course is made out of 2D sprites, each race begins with a panoramic 3D spinaround of the track you're about to race on. Back in 1988, this looked amazingly cool as the view swept around before zooming in your car. However, in these days of 1,000,000 lighted, textured polygons a second, it's looking a bit crap. Still, the graphics work fairly well in-game, despite their 2D nature. And after all, this is a retro title after all - hardly the state-of-the-art arcade frippery we're experiencing these days. Still, takes you back eh?








## MUSIC, MAESTRO, PLEASE!

The Power Drift soundtrack is a celebrated one, and recently benefited from a re-release in Japan, labelled with the omnipotent Yu Suzuki moniker - other game tunes from the same man are also on the way. Perhaps this explains why the original soundtrack is absent from the Sega Ages version, replaced by some god-awful tone-deaf rendition which sounds as though it was produced with a Stylaphone! However, the version we had wasn't complete, so maybe (please!) we'll get the original tunes as well. Here's hoping... the game's naked without it! We'll let you know in the next issue.





**Five Uncool Crap Racer Names From Power Drift**

1. Keith
2. Eric
3. Emily
4. Jeronnimo(!)
5. Storoganoph(!!)





▲ "It's a great model. It goes like a bomb. And the car's not bad either! Come on, let's go burn some rubber!"

three or four tracks per racing game.

So how does the Power Drift conversion stand? The Saturn game is still really cool to play and compatibility with the analogue pad helps tons, just as it did in the Sega Ages OutRun translation. The graphics are occasionally a tiny bit off the arcade original and in the 80% version we have the arcade music is absent (see the box out for more on this effrontery), but the fact of the matter is that Power Drift is still an ace game. And it's really obvious to see by looking at it where a great deal of the "inspiration" for Street Racer came from. One of the characters is almost identical!

The bad news is that there's no news on an official launch for Power Drift, unless more Sega Ages games of this ilk appear to form the basis for another Sega Ages compilation pack. So for the time being at least, the only place you'll find this cool piece of Sega history is down your local importers. If you have one.



▲ Things get a bit slippery on Power Drift's icy courses, of which there are a few.



▲ Remember the Van Halen record "Jump"? Er, you do plenty of jumping on later courses.

| | | | | |
|---|---|---|---|---|
| BY | GAME ARTS | | | |
| RELEASE | APRIL | | | PLAYERS |
| HARDWARE | PRICE | TBA | | 2 |
| TBA | STYLE | SHOOTING GAME | | |

**One of the most graphically superb, yet criminally under-rated Saturn games of all-time returns with a powerful sequel. Gun Griffon 2 looks like being a veritable graphical evening soiree of loveliness!**

# Gun Griffon 2


▲ Realistic explosions are a hallmark of Gun Griffon...


▲ We're quite looking forward to testing the one-on-one link-up versus mode...

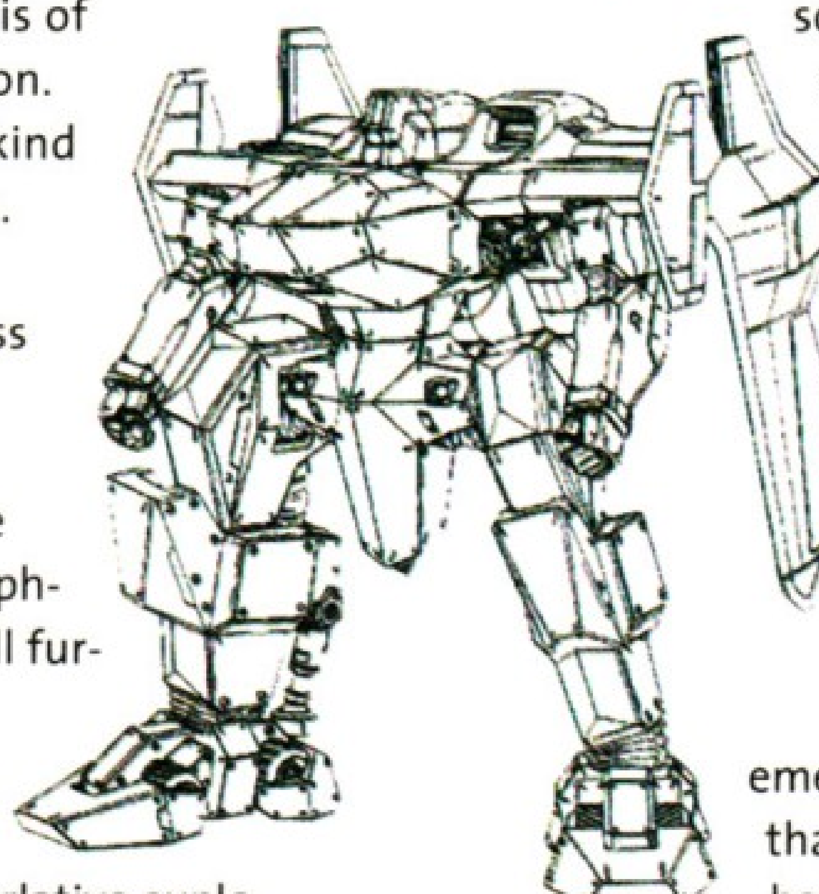


▲ The detail on the mechs in the game is pretty amazing.

**When Game Arts come up with a video game, every hardcore Sega Saturn owner sits up and takes notice. Everyone of their releases to date has been a major hit: The Lunar series of RPGs has a vast reputation for quality, the original Gun Griffon was ace and as for Grandia... well, it's one of the best adventures the world has ever seen. That's why everyone should be excited by the explosive, incoming warhead of gaming excellence that is Gun Griffon 2.**

The first game had a great reputation for quality visuals and brain-melting tactical gameplay. Game Arts set the game in the 21st century, incorporating today's military hardware combined with a range of armoured robots which were the "front line" troops of future combat. These "mechs" are armed with machine gun cannons, guided missiles and the like, and formed the basis of some extraordinary combat action. Suffice to say, if you're into this kind of thing it remains a great game. Gun Griffon 2 should be better.

So what manner of loveliness of Game Arts about to unleash upon us? Basically, Gun Griffon 2 looks like being a successor in the truest sense of the word. The graphics engine has been enhanced still further allowing for more complex military hardware and superior backgrounds. Additionally, we can expect the same kind of superlative explosions seen in the first game. Take a look at the screenshots - the cool clouds of destruction, the explosive flashpoints, the showering debris... it's pretty ace stuff. Game Arts are also aiming to make the game smoother, the aim being a cool 30 frames per second, the same as Sega Rally, for example. Whether they've managed to achieve this remains unclear, but we'll know for sure when the game appears in April.




▲ Choose any mech you want in the versus mode.

It's been a couple of years since the emergence of the first Gun Griffon and in that time, the GG development team have not been idle. As well as coming up with a vast array of new hardware, new military hot spots and improved strategy, the designers have also been examining the first game for any enhancements they can make to the title. It's expected that the sequel will be far less forgiving than the first game, which allowed some serious liberties to be taken in the first levels. Expect a greater level of challenge in

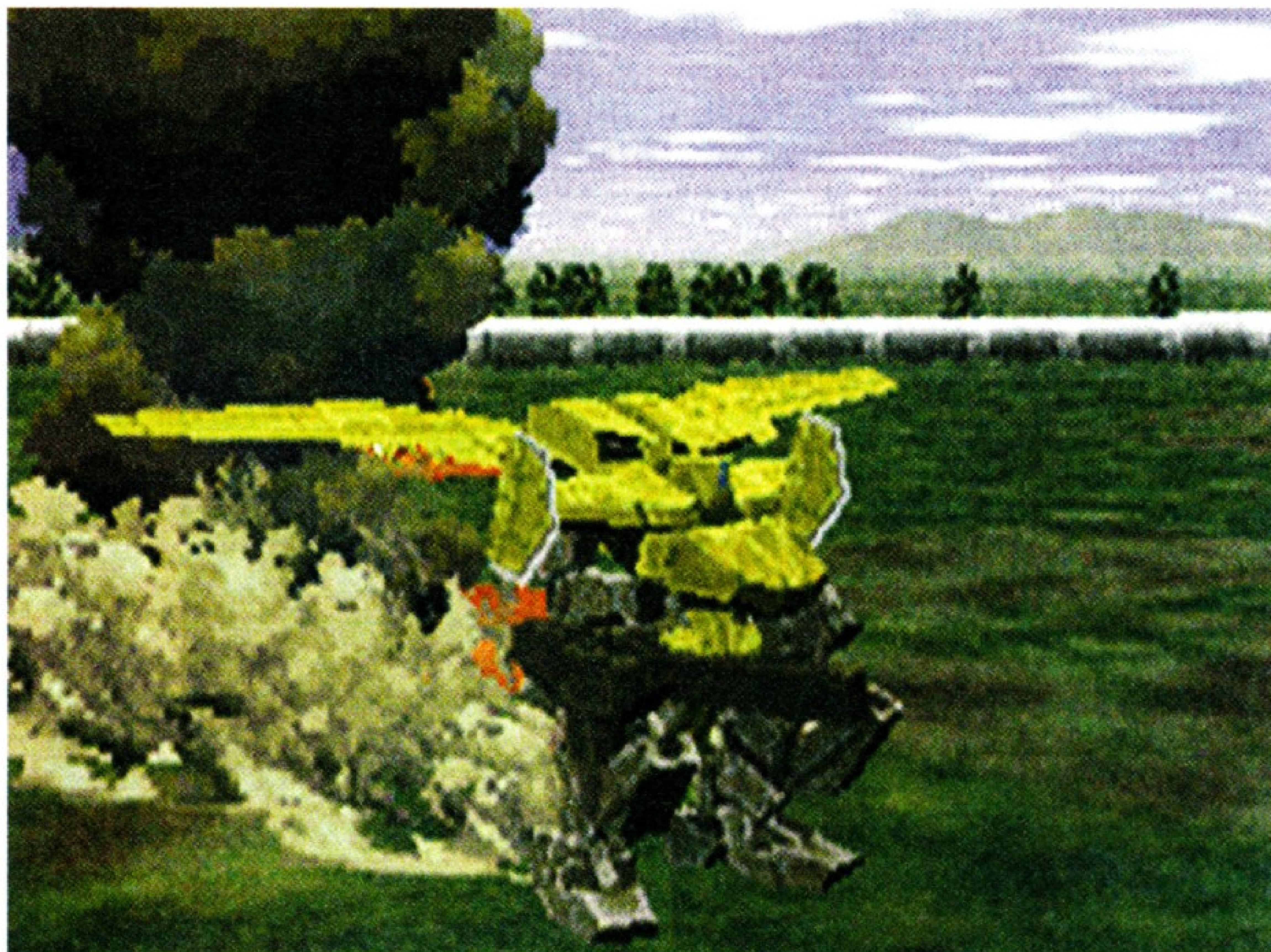
**[ Game Arts strike back with ace sequel! Will this out-gun the original? ]**

## LINK-UP:WHAT COULD HAVE BEEN

Gun Griffon 2 looks like being one of the last Saturn games to use the ill-fated link-up cable. This had the potential for adding a huge amount to Sega titles: imagine a link-up Rally or Virtual On. What about PC perfect DeathMatches in games like Duke Nukem 3D and Quake? That would have been brilliant. As it is, the only link-up games you can get over here are Doom (absolute rubbish) and Independence Day (two words: oh dear). Japanese gamers fared better with a specially enhanced Daytona CCE which was pretty good fun. Oh well. Maybe with the new machine...







## THE OPPOSITION

Part of Gun Griffon's appeal is the fact that it mixes real military vehicles and weapons with the advanced (and completely made-up) HIGH-MACS robots that are apparently the next step in the evolution of ground warfare. Typically, the tanks and helicopters and such-like are the cannon fodder of the game, easily taken out with the advanced weaponry at your disposal. However, the enemy have access to similar bipedal robot technology, and although it isn't quite as advanced as yours, it's still problematic in a confrontation

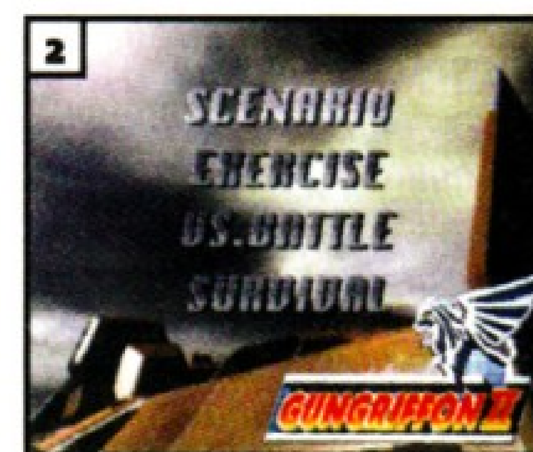

1


2

## BATTLE OPTIONS

Gun Griffon 2 has a great deal more options for battle as opposed to its predecessor. As well as the Story Mode (which once again takes you into robo-battle hot spots around the globe), there are also three other options. Exercise gives you essential battle experience (there was something similar to this in the first game) as well as a Survival mode for hardcore battle veterans. Perhaps most exciting of all is the link-up versus mode. You and a pal link-up your Saturns with the special cable, choose some military hardware to ride around in, then indulge in some head-to-head battling! Sounds awesome... Needless to say, we'll be putting this through some exhaustive "testing" when our import copies arrive!


1



2







the new game.

Overall, Gun Griffon 2 looks like being the robo-mech battler we've all been waiting for. If it can combine the all-round excellence of the first game with the deeper mission structure of say, MechWarrior 2, we should be in for a game approaching classic status. And the inclusion of link-up battling could well be the sweet, tasty icing on a colossal gaming cake, if you will!

We can only hope that the licensing arm of Sega Europe take a good, long, hard look at Gun Griffon 2. Too many times have we been denied awesome Japanese gaming in the last few months (Metal Slug, Dead or Alive and especially Grandia) and this is one title that would go down seriously well with the Saturn faithful. Expect (indeed demand!) awesome coverage in forthcoming editions of SEGA SATURN MAGAZINE!



▲ Full detailage on Gun Griffon 2 is expected in the May issue of SEGA SATURN MAGAZINE.




▲ Missiles, rockets and vulcan cannons are just some of the weapons in the game...




ISSUE #1 NOV 95
Epoch-making First Issue of SSM with awesome video! Reviews: Clockwork Knight 2, Sim City 2000, Theme Park, Street Fighter the Movie, NBA Jam TE, Robotica, NHL Hockey, Rayman, World Series Baseball. Showcases: Virtua Fighter 2, Sega Rally, Virtua Cop!




ISSUE #2 DEC 95
Reviewed: Virtua Fighter 2, Virtua Cop, Firestorm: Thunderhawk 2, Hi-Octane, Victory Boxing, Golden Axe: The Duel, Mansion of Hidden Souls, Hebereke's Popoito, CyberSpeedway. Showcased: Virtua Fighter 2, Firestorm, X-Men: Children of the Atom.




ISSUE #3 JAN 96
Reviewed: Sega Rally, F1 Live Information, Galactic Attack, Mystaria, Worms, Virtua Racing, Off-World Interceptor. Showcases: Guardian Heroes, Mystaria, FIFA '96... plus all the secrets of Virtua Cop! Plus ultimate Sega Rally coverage... the BEST racing game!




ISSUE #4 FEB 96
Reviewed: Wing Arms, FIFA '96, Virtual Golf, Johnny Bazookatone, Toshinden, Cyberia, Casper, D, True Pinball, World Cup Golf. Showcases: Vampire Hunter/Street Fighter Alpha, D and all the secret cheats of Sega Rally! Plus Panzer Zwei AND part one of the VF2 Masterclass!




ISSUE #5 MAR 96
Reviewed: X-Men: Children of the Atom, Darius, Baku Baku Animal, NFL Quarterback Club, Hang On '96, Titan Wars. Showcases: Euro '96, Legend of Thor, Street Fighter Alpha, X-Men, Guardian Heroes, Panzer Zwei! Plus: VF2 masterclass and Sega Rally guide!




ISSUE #6 APR 96
Reviewed: WipEout, Magic Carpet, Street Fighter Alpha, Shellshock, Valora Valley Golf, Shining Wisdom, Gex. Showcases: Magic Carpet, Gun Griffon, MK3, Panzer Zwei, DarkStalkers/Vampire Hunter. Plus: VF2 Masterclass part three AND a cool WipEout guide.




ISSUE #8 JUN 96
Heart of Darkness featured... and it's still not out! Reviewed:Guardian Heroes, Ultimate Mortal Kombat 3, In the Hunt, Discworld, 3D Lemmings. Showcases: Panzer Zwei final, NiGHTS, Guardian Heroes final update. Full detailage on top games still worth buying today!




ISSUE #9 JUL 96
Full E3 report with first Cop 2 coverage! Reviewed: Loaded, Need for Speed, Shockwave Assault, Big Hurt Baseball, Blackfire, WWF, Striker, Virtual Open Tennis, Gren War. Showcases: Sonic X-Treme (now canned!), VF Kids, Exhumed, Space Hulk and of course NiGHTS!




ISSUE #10 AUG 96
NiGHTS: Sonic Team's amazing game finally arrives! Reviewed: NiGHTS, Road Rash, Primal Rage, Slam and Jam, Starfighter 3000, Olympic Football, Sea Bass Fishing, Pro Pinball. Showcases: Athlete Kings, VF Kids, Alien Trilogy. Also: Guardian Heroes Tips!




ISSUE #11 SEP 96
Amazing Candy Fighting Vipers Cover! Reviewed: VF Kids, Alien Trilogy, Athlete Kings, Exhumed, NBA Action, Space Hulk, Keio Flying Squadron, Story of Thor, PowerPlay Hockey. Showcases: Sega Ages, Cop 2, Soviet Strike. Plus: Shining Wisdom tips




ISSUE #12 OCT 96
Daytona CCE revealed! Reviewed: WorldWide Soccer '97, Fighting Vipers, Actua Golf, Destruction Derby, Blam! Machinehead, Bubble Bobble Pack, Highway 2000. Also included: Awesome NiGHTS guide that will blow you away. And! The dread arrival of The Master!




ISSUE #13 NOV 96
Amazing Street Fighter Alpha 2 coverage! Reviewed: Street Fighter Alpha 2, World Series Baseball 2, Tomb Raider, Earthworm Jim 2, Impact Racing. Showcases: Vipers part 2 plus programmer interview, Tomb Raider. Plus: tips to get you all the way through Exhumed!




ISSUE #15 JAN 97
COVER CD WITH VIRTUAL ON, DAYTONA CCE, WORLDWIDE SOCCER, TOMB RAIDER! Reviewed: Virtual On, Blast Chamber, NHL Hockey '97, Command and Conquer, Sega Ages, Mighty Hits, Tetris Plus, Breakpoint, Krazy Ivan, Tunnel B1, Madden '97, Jewels of the Oracle.




ISSUE #16 FEB 97
Amazing Fighters MegaMix Coverage! 16 pages of small tips - it's all in here! Reviewed: Sonic 3D Blast, NFL Quarterback Club '97, NBA Jam Extreme, Toshinden URA, Tempest 2000, Batman Forever, Bug Too!, Dark Savior. Showcases: Bug Too! Tomb Raider guide part one!




ISSUE #17 MAR 97
Manx TT Exclusively Revealed! Reviewed: Die Hard Arcade, Crusader, Hexen, Die Hard Trilogy, Grid Run, Andretti Racing, Tilt, Soviet Strike. Showcases: Hexen, Soviet Strike, Fighters MegaMix, Die Hard Arcade. Tips: Tomb Raider part two. Exhumed Team Dolls!




ISSUE #18 APR 97
Duke Nukem 3D - First report and interview! Reviewed: Manx TT SuperBike, Area 51, Incredible Hulk, Norse by Norsewest, Iron Man/XO Manowar, Mass Destruction, Spot Goes To Hollywood! Tips: Die Hard Trilogy part one, Dark Savior, Tomb Raider conclusion!




ISSUE #19 MAY 97
HUGELY IMPRESSIVE CD! Plus: Quake interview! Reviewed: Bomberman, Crypt Killer, FIFA 97, NBA Live 97, Dragonheart, Swagman, Puzzle Fighter, Space Jam, Return Fire, Black Dawn, Torico. Tips: Fighters MegaMix part one, Die Hard Trilogy part two and Soviet Strike!




ISSUE #20 JUN 97
Last Bronx Revealed! More Quake! Reviewed: Fighters MegaMix, King of Fighters 95, Pandemonium, Mr Bones, Mechwarrior 2, Scorcher, Shining the Holy Ark. Showcases: Pandemonium, Mechwarrior 2, Shining Holy Ark! Tips: MegaMix, Die Hard part three, Hexen part one.




ISSUE #22 AUG 97
Sonic R revealed! Special E3 Report! Reviewed: Sonic Jam, Dark Light Conflict, Dragon Force, WipEout 2097. Previews: Quake, Marvel Super Heroes! Showcased: Dragon Force, Last Bronx, WipEout 2097, Enormous Resident Evil guide! Tips: Hexen Final Part, Shining the Holy Ark Part 2.




ISSUE #23 SEPT 97
Marvel Super Heroes exclusive! Reviewed: Resident Evil, Warcraft II, Williams' Greatest Hits, Discworld 2. Previews: Touring Car, Grandia, Croc, Salamander Deluxe Pack! Showcased: Marvel Super Heroes, Resident Evil, ThunderForce V, Last Bronx. House of the Dead Interview. Final Shining the Holy Ark guide!




ISSUE #24 OCT 97
Panzer Dragoon Saga exposed! Reviews: Duke Nukem 3D, Last Bronx, Marvel Super Heroes and Frankenstein. Previews: SWWS '98, Quake and Formula Karts. Showcased: Croc, Duke Nukem 3D and Marvel Super Heroes. Coming Soon: Sonic R, Silhouette Mirage. Plus Last Bronx, Resident Evil and Wipeout guides!




ISSUE #25 NOV 97
Sonic R Mega Report! Reviews: Worldwide Soccer '98, John Madden '98, Street Fighter Collection and Bust-A-Move 3. Showcases: Quake, Touring Car plus mega Lobotomy Interview and DeathTank revealed for the first time! Tips: Resident Evil part two, Last Bronx part two and Marvel Super *Villains*!




ISSUE #26 DEC 97
MEGA CHRISTMAS NIGHTS CD WITH THIS ISSUE! Plus: Dead or Alive! Reviewed: Sonic R, Formula Karts, Sega Touring Car, Enemy Zero, Croc, Trash It, Mortal Kombat Trilogy, The Lost World, Quake! Huge guides on Duke Nukem 3D (part 1) and Marvel Super Heroes (part 1). An issue you MUST NOT MIS

# Back Issues

## HOW TO ORDER:

So as you can see, you can't afford to be without ONE issue of our fine periodical. In fact, you'd have to be a lunatic! So... now, here's what you have to do. For every issue you want, specifiy the ISSUE NUMBER, the MONTH, and the YEAR. Each mag costs the princely sum of £4.50, including P&P. Make cheques payable to EMAP IMAGES LTD. Send away to SEGA SATURN BACK ISSUES, Tower Publishing, Sovereign Park, Leicester LE87 4PA. Alternatively you can give then a call on: 01858 435350.






ISSUE #7 MAY 96
FREE! REVIEW AND TIPS BOOK! And! NiGHTS revealed! Reviews: Euro '96, Panzer Zwei, Defcon 5, The Horde, Nightwarriors/Vampire Hunter, Revolution X, Alone in the Dark 2. VF2 masterclass: the penultimate edition. WipEout guide part two, plus all the X-Men moves too!




ISSUE #14 DEC 96
World's First Virtua Cop 2 Review! Also reviewed: Daytona CCE, Amok, Street Racer, Hardcore 4x4, Chaos Control, Three Dirty Dwarves, Blazing Dragons, Crimewave, PGA Golf '97. Showcases: Cop 2, Christmas NiGHTS, Daytona CCE. Lobotomy Software interviewed!




ISSUE #21 JUL 97
WipEout 2097! Resident Evil/ Marvel Super Heroes exclusive! Reviewed: Jonah Lomu Rugby, Battlestations, ID4, Actua Soccer Club Edition, The Crow. Double AM3 interviews: arcade Top Skater, Last Bronx! Tips: Shining Holy Ark part one, MegaMix part three, Hexen part two!




ISSUE #27 JAN 98
AWESOME SEGA FLASH #6 WITH THIS ISSUE! Plus: House of the Dead and X-Men vs Street Fighter revealed! Previews: Astra Super Stars, Rampage World Tour, Layer Section, Zero Divide! Reviewed: Steep Slope Sliders, Maximum Force, NASCAR 98! Tipped: Sonic R, Marvel Super Heroes part two, Duke Nukem 3D part two!

# 2 ISSUES FREE

## AND FREE CDs

## Get 12 for the Price of 10

## When you subscribe to SEGA SATURN Magazine

Complete the form below and send payment to: Sega Saturn Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA or if you wish to pay by CREDIT CARD call our **SUBSCRIPTIONS HOTLINE** on **01858 435350** quoting source and offer codes. Lines are open from 8.30am to 9pm Monday to Friday and 10am to 4pm Saturday and Sunday

## 5 REASONS TO SUBSCRIBE

- ALL COVER MOUNTED CDS ARE FREE TO SUBSCRIBERS UNTIL AT LEAST SEPTEMBER 1998
- SAVE ££££££s OVER 12 MONTHS*
- NO CHARGE FOR POSTAGE OR PACKING
- ALL ISSUES ARE DELIVERED TO YOUR DOOR ON TIME EVERY MONTH, SO YOU WILL NEVER MISS AN ISSUE
- NO RISK! THERE IS A MONEY BACK GUARANTEE ON UN-MAILED ISSUES IF YOU ARE NOT SATISFIED

Subscription Rates:
Annual UK £27.50
Air Europe £40.50
World Air £69.50

*Sega Saturn demo CD issues usually retail at £4.50.






## SUBSCRIPTION ORDER FORM

I wish to subscribe to Sega Saturn Magazine for one year I enclose a cheque/postal order made payable to Emap Images Ltd for £..........
Return with payment to Sega Saturn Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA
or telephone the hotline on **01858 435 350.**

Please debit my Access/Visa/Mastercard No ..........
Expiry Date..........
Signature..........
Date ..........
Telephone..........

Name..........
Address..........
..........
Postcode ..........
Date of Birth..........

Source Code IItT
Offer Code IIE

Signed ..........
(parent or guardian's signature if under 18 years)

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first available issue after that.

If you would prefer not to receive further offers/information from Emap Images please tick box ☐ Full money back guarantee of unmailed issues if you are not satisfied.

10 ISSUES FOR £27.50. OFFER IS ONLY VALID WITH THE SOURCE AND OFFER CODES SHOWN ABOVE.

# Virtua Writer™

**Hmmm... it's the first day of the new issue. Bugger, there's no software to play. Damn, the internet has gone down. Ooops, my email's knackered. Sigh. Guess it's time to do the letters page then. If you have anything of any interest you want to share with fellow Saturn owners, drop us a line at: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ, or email us at virtua.writer@ecm.emap.com. The sender of the most entertaining read wins a fantastic, though as yet undisclosed prize of unbelievable proportion, ie a game or something. Ta, ta for now.**

## TOP 50 SATURN GAMES DEBACLE

**Dear SSM**

I love the magazine and think that it is cool in every respect, but there are two items of concern which have been playing on my mind for some considerably time. Firstly, why didn't the incredible Sega Rally get the first position instead of Virtua Fighter 2 in issue #28's top 50 Saturn games feature? Don't get me wrong, I really love Virtua Fighter 2, but come on SSM, Sega Rally is clearly the better of the two. Please amend future features accordingly. My second point is now that Sonic Jam and Sonic R have been released, does that mean there are no more Saturn Sonic games over this coming year? Are the Sonic Team deserting the Saturn faithful? I know that Burning Rangers will be coming out shortly, but it's not really the same as a proper Saturn Sonic game, is it?

*Daniel Saunders, Scotland*




Best Saturn game ever? Opinion is divided on the matter.

**On a personal note, I feel inclined to agree that Sega Rally should have taken the coveted numero uno position in the Top 50 Saturn Games feature. Many have tried but none have succeeded in emulating Rally's incredible speed, visual frippery and sheer addictiveness. Despite being over two years old, Sega Rally is clearly the finest example of Saturn gaming to date. As for the Sonic Team, no they aren't deserting Saturn owners, as the incredible Burning Rangers ably demonstrates. Beyond that, it would appear that AM2's Sonic Fighters is now back on with a late summer release. Hopefully we'll have more on this next issue, as it's strongly rumoured that Sonic Fighters will make an appearance at the Tokyo Game Show in March. LEE**

**I didn't see any 400 page Rally guides in Japan. True, it's an awesome game, but VF2 is a game with a vast amount of depth. Even I - with all my hours of play - remain a novice at the game having seen the Japanese masters at work. Trust me: VF2 is the game that rightly deserves that number #1 position... and only VF3 could possibly top it. RICH**

## OOOH... GET YOU!

**Dear SSM,**

Now that you have a monopoly on the Saturn mag market I do hope you won't let your standards slip. After all they weren't very high in the first place. Do you write your magazine in such an infantile cretinous way because you're not capable of any real quality? Or are you made to lower the reading age by EMAP, because they believe your readership is dominated by teenage imbeciles. That may have been the case previously, with teenage imbeciles reading Saturn Power, but now you've got to cater for the entire Saturn audience, so I hope you'll adjust yourselves.

Why do you bother slagging off the PlayStation and Sony? Do you really want to encourage your readers, many of whom will be young and easy to influence, to be so small minded?

FACT: The PlayStation has many good games

FACT: The Saturn also has many good games

FACT: Neither are without their faults.

Perhaps surprisingly I'm going to keep buying your magazine, like I said there's no other option for specialist Saturn coverage. I'm sure you could do a better job. Richard Leadbetter has being working on various computer for years, he must be good at it to still be in the industry, so why doesn't he (and the rest of the staff) use their skills and talents to produce a decent magazine rather than the tabloid trash you've been putting out in the past?

*Sean Thornton, via email*

**FACT: We write the mag that - as Saturn gamers ourselves - we'd like to read.**

**FACT: Despite moribund Saturn sales, our readership has gone up from 22,000 to 38,000. Ergo, a lot of people like the mag and evidence suggests that they are not imbeciles (or teenaged come to think of it). I take on board your comments about the Saturn and PlayStation and agree wholehearted with them, despite your arrogant, snobbish, holier-than-thou attitude. Tabloid trash indeed. Have at you! RICH**

## SATURN DOWN THE PAN?

**Dear SSM**

I know your magazine to be truthful to its disciples as well as being a soul provider of a cool mag, so could you please give it to me straight. I and my fellow Sega Saturn followers are deeply concerned as to what your underachieving rival, Saturn Power, said in its last issue before its untimely demise. I quote: "We finally have to admit there just isn't a market for the machine" and "The amount of software is virtually non-existent".

As a reader of both magazines, what Saturn Power said really caught me off guard. And as a Sega mag, why did they say that? Is it true there is no market? Is the Saturn down the pan? Please respond to put my mind at rest.

*Jamie Cowell, West Sussex*



**Although it's true that the Saturn market is in a decline and the amount of software has reduced over the last few months, it would appear that Saturn Power exaggerated the situation somewhat to throw one final spanner in the works. The line-up of Saturn software over the coming months is incredible - House of the Dead, Burning Rangers, Panzer Dragoon Saga, World League Soccer '98, Sonic Fighters, Resident Evil 2, Marvel versus Capcom, Vampire Savior and Marvel vs Street Fighter to name a few. You see, things aren't so bleak after all. LEE**

**You could argue that the Amiga's been dead for years and yet that market manages to sustain two mags. Do you honestly believe that the Saturn has a smaller market than a computer that's been effectively pushing up the daisies for at least four years? I don't think so. RICH**

## LAME ATTEMPTS AT COMEDY

**Dear SSM**

I've been a fan of the mag since the first issue and will continue to buy each one. But I was alarmed to read the comments of one particular reviewer regarding Sega NHL All-Star Hockey '98. I quote - "Take ice hockey for example, a sport which in this country at least has about as much popularity as badger baiting..." A slight oversight by your subbing editor perhaps?

I find such comments distasteful and morally reprehensible. Young children are very easily influenced, and reading such comments in a magazine clearly pitched at them is very irresponsible indeed. I expect some sort of apology to appear in a future issue, maybe even a cash donation to an animal charity. One final word of warning, stick to writing what you know about - video games, instead of making lame attempts at comedy.

*Nigel Charmers, St Ives*




We appear to have struck a nerve with the NHL review.



**Er... hello? It was a joke. Given that badger baiting is illegal and thus largely unpopular, I thought it an oddly amusing way to illustrate the**

relative obscurity of ice hockey in this country (itself the source of much contention). We're not advocating that our readers take it up as a pastime and hardly think they'd be inclined to do so after reading the review. And anyway, who said our mag was pitched at young children? Our average reader is around the age of 20 years, which is why I can get away with saying "shove it up your arse you sad tosser". LEE**

## TATTY RARELY SHOWN ADVERTS

DEAR SSM,

I have owned a Saturn for a while now, and I've lately being having problems trying to find Saturn games in and around London. When the Saturn and PlayStation were just siblings in the gaming world, they had equal space in all the video game shops, latest releases were out ON TIME and no anti-Saturn tossers/shop assistants claiming the usual bullshit about how "Oh, the Saturn is not up to the standard set by the PlayStation" or "Yes, the PlayStation is a safer bet as the Saturn is going to be dropped in the UK". These little Sony bum lickers are everywhere and one of them at HMV recently stated that: "Sega have closed their UK headquarters so we're not going to get supplies anymore, and by the end of '98 the Sega Saturn and its games will be near impossible to get hold of".



Not a lot of advertising, but there are some great games.

So what is happening then? Will the games become less and less available? And if so, why don't Sega do something. It is them who must keep the Saturn popular in the UK so it doesn't die out like the Mega CD or 32X, they can do better than some tatty, rarely shown adverts. So what's the deal then? Is the Saturn dying, and if so what are Sega of Europe going to do?

*T Star, via email*

**Sega Europe have little in the way of marketing money, or indeed marketing people these days hence the "tatty rarely shown adverts". The cash is going into bringing the best possible games your way. And with stuff like Panzer Dragoon Saga and Burning Rangers, it's going to pay off for the Saturn faithful. As for having trouble finding any Saturn games in London, where are your eyes? Try Electronics Boutique or the bigger HMVs and Virgin Megastores. Sega Europe haven't closed their offices and there will never be a problem getting hold of Saturn games while Sega continue producing them. RICH**

## ANNUAL FIFA DEBATE

DEAR SSM

After reading your FIFA '98 review in issue #28 I was disgusted to see you only gave it 58%. What the hell is going on? My brother owns an N64 and all my mates own PlayStations and in their mags they all gave it 80% plus.

Now I own SWWS '98 and I also owned the prequel and think that it pisses all over ISS and the Actua games from a vast altitude. The only complaint I have is about the average commentary and the lack of options. So when I hear about a new, improved FIFA game, with loads of options, the FIFA licence and good commentary, I think, YES. But in your eyes it is no more than 22 spastics shuffling about the place. Surely if it receives good marks in other magazines it must be at least quite good or is this some sort of bias towards Sega we're seeing? I need answers and I'm sure many others who feel the same way about FIFA do.

*Jon B, Chilton Polden*

PS I like the extended letters section and the Top 50 games article was excellent. Well done!

**After playing Silicon Dreams' incredible World League Soccer '98 over the weekend, it becomes clear how exceptionally poor FIFA '98 is. The PlayStation and N64 versions were bad enough to begin with, but the sloppy Saturn conversion is appallingly poor. Yet again, EA is strongly relying on its name and the FIFA brand to sell the game and despite our heartfelt pleas to the contrary - it's working, damn them. LEE**

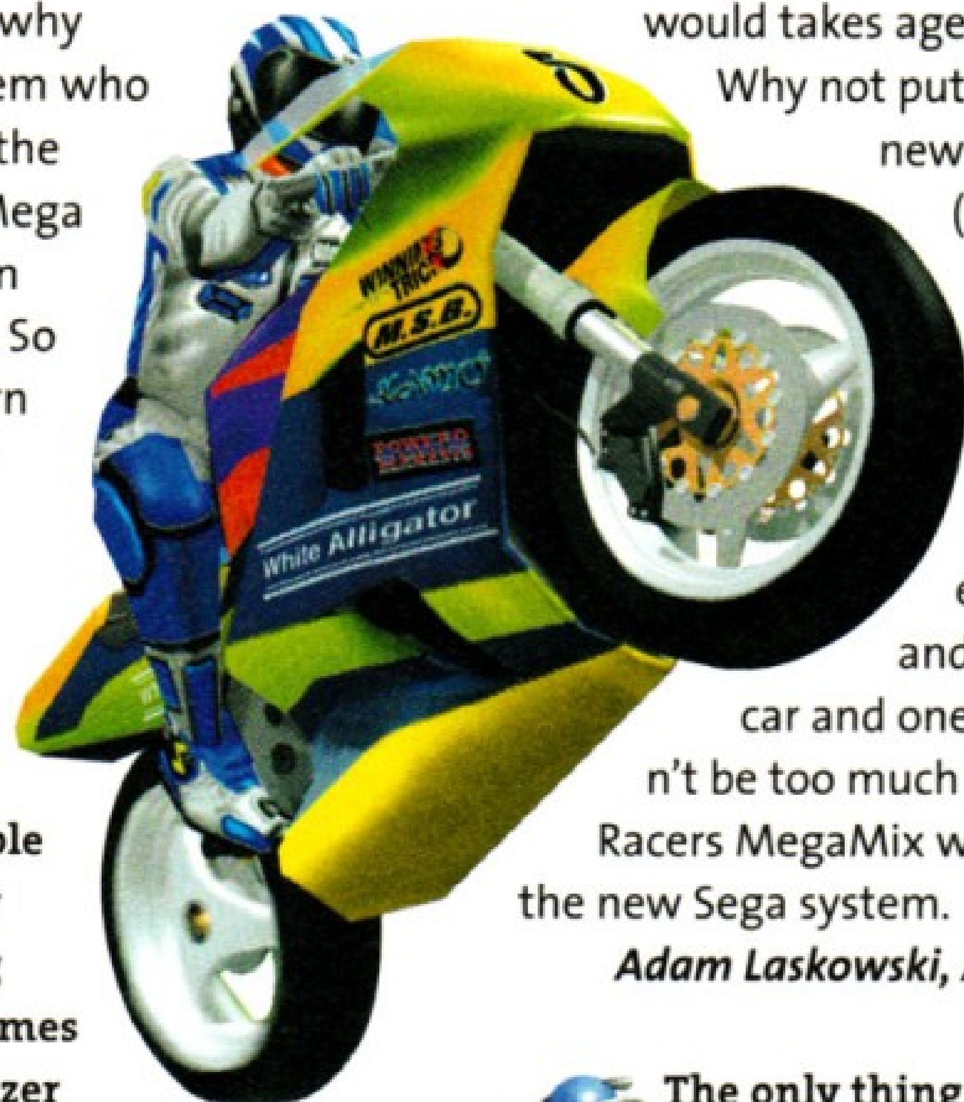
## A RACING CERTAINTY

DEAR SSM

The Saturn is well renowned for its excellent racing simulations. Wouldn't it be great if there was a Racers MegaMix for the Saturn? Imagine racing as Sonic on the 777 Speedway or using the Manx TT bike to slide around the Sega Rally Desert course! If the success of Fighters MegaMix is any indication - Racers MegaMix would do exceptionally well! But I think that it would be too late doing something like that for the Saturn (It would takes ages to do!).

Why not put it as a launch game for the new Sega system? Many people (like me) had to sell their old Sega system to get the new one and would miss out on every phenomenal racing hit on the Saturn. And the new system would easily be able to emulate all the racing engines and put it into one package. One car and one track from each game couldn't be too much to ask? So how about it Sega? Racers MegaMix would be an ideal launch title for the new Sega system.

*Adam Laskowski, Australia*




**The only thing really stopping this from happening is the political situation at the AM departments. Typically, they keep themselves (and their projects) entirely separate from one another. It's a great idea, though. However, the vast difference in the vehicles coupled with the inclusion of comedy characters could forseeably turn this into the Cannonball Run of videogames. And we wouldn't want that now would we? RICH**

## BRIEFLY...

DEAR SSM

When are we going to see a football management sim on the Saturn? I have been awaiting the release of Premiership Manager '98, only to be told that this is not happening. Is this true?

*Dean Rogers, Nottingham*

**It's looking very unlikely that Gremlin will release any more Saturn titles, which means no more Premiership Manager '98 I'm afraid. But hey, there's always World League Soccer '98, which looks set to topple the mighty SWWS '98 as the best soccer sim on the Saturn. LEE**

DEAR SSM

I have a problem regarding Croc. I bought it from Dixons and the first time I played it all was well. The next time I ventured to play, more than half of all the 3D objects were missing and Croc and all the enemies were half gone! Help.

*Anon, Whitton*

**Somehow a bug ended up in the final version of Croc, resulting in the severing of his limbs. Try booting up the Saturn first, inserting the game disk when the audio screen is displayed and then resetting the machine. Sorted. LEE**

DEAR SSM

I'm a massive Capcom fan, have been for years and always will be. The way they are sticking by Sega should inspire confidence amongst all Saturn owners. Just one thing though, are they going to release Resident Evil 2 on the Saturn? Considering the success of the original, it would be tragic if they decided against it.

*Karl Mitchel, Leyton*

**Although not confirmed as such, it is looking increasingly likely that the incredible Resident Evil 2 will be Saturn bound at some point during this year. We're hoping for a 4MB RAM cart enhanced version with faster loading times, higher resolution backgrounds, different zombies and so forth, but this is purely speculation at this point. LEE**

DEAR SSM

When Sega release their new console, do you think that they will make it backwards compatible with Saturn software? This would be a great opportunity for them to wipe the floor with Sony, effectively combining two consoles into one. What do you think?

*John Davison, Lancashire*

**Nice idea John, but highly improbable. Sega will want to market their new machine as being a state-of-the-art piece of hardware, not a Saturn emulator. LEE**

DEAR SSM

I went into a shop to buy Duke Nukem 3D but they wouldn't let me because I'm not 18. Please tell me a way to get it because my mum won't get it for me either.

*Tom Williams, Wales*

**It's time to invest in some fake ID, methinks. LEE**

## THE TITS AND ARSE FACTOR

**Dear SSM**

This isn't the first time I've written in to your magazine. It is however the first time I've written in with a complaint. I am writing to complain about the attitude of Lee Nutter. He made unfounded claims that Tomb Raider 2 was overrated and that Core were "relying on the tits and arse factor" to promote the game. If indeed this were a contributing factor you would need to be a spectacular kind of nutcase to fork out forty-odd quid for an occasional glimpse of a girls knockers unless the game itself was good. One thing's for sure is that the reason I (and indeed millions of others) bought the original game was not for that now famous chest of Lara croft's. His other claim that the staff of your sister publications agree with that is also unfounded as I'm sure Alex Huhtala and possibly other staff of CVG will be quick to disagree. To stop any speculation, I am a Saturn owner but I am also a PC owner who enjoys your magazine on a semi-regular basis but I had to act on the comments of Mr Nutter to try and iron out a false impression.

*Mark Coyne, via email*



Tomb Raider 2 - more of the same? We think so.

**Only a fool would argue that an action/adventure title based around a lycra-clad Larry Croft could attain the same level of success as the Tomb Raider series. If it wasn't for the greatly exaggerated sexual characteristics of Lara Croft, or tits and arse to use the vernacular, Tomb Raider wouldn't have sold a fraction of the amount it did. The same goes for the sequel, which offers little new over the original formula, being more akin to a mission pack than a proper sequel. In fact, the PC Quake mission packs offer more by way of innovation over the full game than Tomb Raider 2 does over its prequel. Sad but true. LEE**

## INEPT MARKETING

**Dear SSM**

What the hell do Sega think that they're doing? Everyone expected the Saturn to be a much better prospect than the PlayStation because of the talent, experience and backing that Sega have while Sony were entering pastures new, instead the PSX has effectively destroyed the Saturn. Technically they are fairly evenly matched but the Saturn clearly has a better catalogue of A-class titles, in fact for almost every PSX game there is a superior Saturn equivalent. The general public opinion though is that the Saturn is not even a good doorstop while the PSX and N64 are seen as technical marvels which keep the owner in a state of perpetual bliss.

Sega's inept marketing has seen the popularity of the machine plummet, leading to an exodus of third party developers which in turn accelerates it's demise. I bought my Saturn after seeing VF2 and Sega Rally, two games that have not been bettered on any format, and so believed that the future would be very bright indeed. Unfortunately the situation only got worse and I have now had to buy a PlayStation as well to ensure that I can play games like Resident Evil 2, Tomb Raider 2, F1 97 etc. If Sega actually bothered to listen to their loyal customers and showed some of their top games on TV for example, then people would realise what the Saturn is capable of. I think it would be very illuminating to show a split screen of Duke Nukem on the Saturn and PSX side by side, or Sonic R and Mario Kart 64, or even better Quake and Tomb Raider 2 with the line "Technical limitations my arse!"

I realise that I'm only repeating the concerns of many Saturn owners who have already written to you but it seems as though Sega is not taking any notice whatsoever of the people who buy their products and are allowing the Saturn to die disgracefully. It seems as though Sony are banging the nails in the coffin too with exclusive deals with developers such as Core and I suspect that the non-appearance of Marvel Super Heroes and Street Fighter Collection has something to do with cash from Sony [*Er, no - RICH*].



SF Collection is coming out. In March. Probably.

It is not enough that 'senses shattering' games such as Dead or Alive, Thunderforce V, Metal Slug etc will not get an official release over here but now even the few which are published do not seem to reach the shops. In addition to the poor marketing it now appears that they are putting less effort into some of their Saturn games. More and more arcade conversions are licenced out and then there's Touring Car - inferior in every way to the much older Sega Rally and in direct opposition to a PlayStation game which itself turned out to be disappointing. A missed opportunity for getting one back on Sony perhaps. I'd better call it a day now that I've got this off my chest. I would like to congratulate you on producing the best videogame magazine there is, for any format and offer my sympathies that you may not have anything to cover in the future. At least until "Sega Katana Magazine" appears.

*Robert Palin, via email*

**A bleak view from the man Palin, but it has to be said that Sega have consistently undersold the Saturn. There was a real opportunity to promote the machine when it went down to £99. Where were the ads in the games press selling the machine and its awesome games? Why no aggressive marketing (perhaps in the PlayStation mags) playing up the system's strengths? Why the deafening silence when there's so much to shout about? Last year's line-up of titles was awesome and yet if you didn't read SSM, you wouldn't have known about them. Clearly there are a lot of lessons to be learned at Sega. Hopefully before the launch of the new system... RICH**

## GAMESMASTER SHOCKER

**Dear SSM,**

I watched GamesMaster (20/1) and had a shock. They reviewed Panzer Dragoon RPG! However, this was not the reason as to my horror. They gave it a glowing review, and painted a picture of a Final Fantasy VII-beater. Somehow, the percentage didn't match their review. 87%? What's wrong GM? Can't read Japanese? In that case, wait for the official release and don't mark a

## GAME WINNER



## APRIL FOOLS

**Dear SSM Readers**

April is fast approaching and this can only mean one thing: CVG magazine is about to pull a few of its yearly pranks to hoodwink foolhardy readers. As last years slew of letters suggested; readers of SSM are indeed a gullible lot. So, my naive friends; save face and the time of our dear editors and do not believe the farcical nonsense soon to be churned out from the CVG offices.

There is not going to be a Sonic R meets Diddy Kong Racing. Throwing your Sega out of your window will not make it compatible with PlayStation games. There is no cheat that lets you play as the Spice Girls in Resident Evil. (Even scarier though is the existence of a Spice Girls game.... although playing with Posh Spice has a certain appeal!) Sorry but Lara Croft will never appear nude. Sarah Bryant is not bearing Croc's love child and if she was there would not be a game about it. The heads of Sega, Nintendo and Sony will never, ever, ever , ever, ever get together and make one big fat console or put out a game where Crash Bandicoot rides NiGHTS through Mario World. (We can only hope...) Believe me.

*Joshua Smythe, Australia*

**You amuse me. However, I fear your warnings will count for nothing in the face of rampant gullibility on the part of the CVG readership at large. RICH**

game down for not being in our language. Or is it that you don't like Sega altogether? There's also the 'give-up and don't care' attitude of the software houses that concerns me. The common excuses abound. Hardware limitations? Don't talk bull.



We'll be reviewing the proper PAL version this issue.

Maybe that's why X-Men vs Street Fighter on the PS will be a cut-down, compromised version (if it comes out at all), and the excellent Saturn conversion is a near-as-damn-it perfect conversion.
The other consoles are incapable of doing many games that the Saturn can do. Maybe that's why D2 is only coming out on the Saturn. The quality of games on the Saturn is generally astounding, the best of the consoles in fact (non-biased view), and Sega don't deserve this put-down treatment by software houses or GamesMaster.

*Stephen Dolby, via email*

**Channel 4's GamesMaster series is held in contempt by the games industry at large, not least because of their inaccurate and at times ludicrous review scores. The infamous FIFA '97 review springs to mind, where poor Ed Lomas' negative comments towards the game were edited out in favour of Rik Henderson's wildly inaccurate ramblings. Hence the preposterous 90% rating it was awarded. As for their Panzer Dragoon Saga review, what you've got to remember is that given the mass market appeal of the Sony machine in the UK, the vast majority of GamesMaster's viewers are likely to be PlayStation owners. So the sycophantic praise they heap upon Sony and the dismal review scores awarded to the paltry amount of Saturn games featured in the latest (and thankfully last) series shouldn't come as too much of a surprise. LEE**
**A huge amount of a RPG's appeal comes from the storyline. I wonder how GameMaster managed to evaluate that without the aid of someone who is able to speak Japanese? Come to think of it, why bother reviewing that version at all when it's definitely coming out in the UK fully translated? RICH**

## WWF RATINGS EXPLAINED

**Dear SSM**

You'll probably remember that about 8-12 months ago you printed my letter saying the WWF wasn't out-dated and the PSX was better than Saturn. Recently though my opinion on Saturn vs PlayStation has changed. After playing Fighters MegaMix, Last Bronx, Manx TT, Dead or Alive, Marvel Super Heroes, Duke Nukem 3D, Quake and more I've come to the conclusion the Saturn is better, but only by a small margin as I do think the PSX is a cool machine. Also, if the WWF's out-dated could you explain to me why its weekly show WWF Raw now gets higher ratings in the UK than their programs did in say 1991-1993?

*Alex Gladwin, via email*

**Because there are more people with satellite dishes and cable TV, thus allowing more poor fools access to said programme. WWF is a rank and fetid abomination, and I find no good news in the "fact" that its audience is expanding, evidence (if any were needed) that there is indeed "one born every minute". You have my pity. RICH**

## MADDER THAN "MAD" JOCK McMAD

**Dear SSM,**

I believe that the SEGA SATURN MAGAZINE team are in fact, the teletubbies in disguise. Rich is Tinky Winky, Matt is Dipsy, Lee is Lala, Gary is Po and Jason and Nick take turns at being the baby who lives in the sun. All these "exclusives" they get from the microphone out of the ground and they play games on each others' stomachs.
The reason there wasn't a CD on the February issue isn't because of pressing plants being closed but because they were too worried about the Christmas number one. Don't believe me? I have pictures.
Quick message to Sega: When the what-ever-it's-called next generation system is released next year, start advertising about a month before it gets released and in the final week go absolutely nuts. And remember to over emphasise the whole 128-bit thing. It will draw the masses in. And finally, your days are numbered teletubbies. Soon you will be about as popular as the Ninja Turtles. You and the Spice Girls will go down together. HAHAHA.

*Colin Furlong, Limerick, Ireland.*

PS I'd like to say hello to my friends Salmon and Cod and to myself.

**Considering the vast amounts of lager Lee likes to imbibe every night, it looks like we'll be playing our lovely Saturn titles on a 50" widescreen TV by the time the year's out. By the way, you really are quite insane aren't you? The bit about saying hello to yourself, in addition to your other rantings, kind of gives it away just a tad. Wipe the rabid foam from your mouth and get a prescription of reality pills, young man, and begone! RICH**

## FORUM ROUND-UP




At the end of last year, EMAP Images launched its very own web site, the imaginatively titled Game-Online (www.game-online.com). Therein a forum section is contained, allowing users (and occasionally skiving SSM staff) to post messages on a diverse range of topics. Here's what's been going on this month:

I've been in this business for 13 years now, but so far nothing has been able to compete with NiGHTS or Sega Rally. This next generation of gaming has provided a new experience, not previously experienced. And, as I see it, the Saturn isn't dead, it has instead won this stupid console war, by providing the best games.

*Stefan Brattlof*

Right. I've been reading Digitiser for some time and it's the most uninformative and biased piece of pants I've ever set eyes upon. Their humour is often unamusing, especially when someone takes the time to write in and make a valid point and they reply with something like " So. We don't care what you think." Yes. They are biased. All I ever seem to read are PlayStation reviews, news, features, blah, blah, blah...

*Alan O'Hagen*

I agree with much of SSM's all time top 50 games. However, I have one worthy complaint. If Sega Rally is number 2, why isn't Sonic R number 1? Sonic R is tons better graphically, lastably, is more fun to play and the music is about a hundred times better. What is the reason for this major cock-up? I'm sure many others will agree.

*Joel Stanier*

I would willingly have bought my Saturn if the only game available for it was Sega Rally, and will buy the next machine (Dural, Katana or whatever) solely on the fact that it'll have Sega Rally 2.

*David Marshman*

What about a high score section? CVG has one, but they cannot cover a lot of the better Saturn titles. Even better though would be a NiGHTS only or Sonic Jam only scores section, as these two games are purely the best 'Ha, beat THAT time/score/link if you can!' games there is.

*Justin Townsend*

Do you have Tomb Raider 1? If you do do you really think that TR2 is THAT much better than TR1? I've played them both and it isn't. That's why it's bollocks. I would much rather spend my money on Burning Rangers or House of the Dead.

*Nicky Wan*

# Q&A

**More questions. More answers. More effrontery put right by the Man Who Knows. Yes, once again Rich emerges from his dread fortress (called simply "DoomBase") to pay heed to the impertinent mutterings of the masses and provide fine counsel for the citizens of Saturndom! If you have any interesting questions, please send them in to I'M REALLY NOT STUPID Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9TZ. Or email them - now! - to ssm.qa@ecm.emap.com! Go for it!**

## SONIC R QUERIES

**Dear SSM,**

I have just been playing Sonic R, and it's brilliant, but I have some questions about it:

1. What were SSM and CVG staff doing in the credits?
2. How do I get Knuckles to climb? I've tried everything, but nothing works.
3. There actually seems to be quite a bit of pop-up. You were saying that it was non-existent. (eg Radiant Emerald, which seems to be the only track without the misting effect)

**Raymond Carrel, Glasgow**



**1. The story is simply this: Mark Maslowicz at Sega phoned me up and asked me for some likely names to go into the credits. So I supplied them. It really is that simple. 2. Er, Knuckles doesn't climb in Sonic R as far as I know. 3. There is pop-up on the Radiant Emerald track which uses the misting effect to produce the transparent track instead of fading in the backgrounds. There is no other pop-up in the other courses. You're being a bit petty here aren't you?**

## INCURRING THE WRATH OF THE MASTER

**Dear SSM**

This is the millionth time I've written to your magazine [*No it isn't - RICH*] and I'm getting sick of it, so please can you find some space in your brilliant magazine to put my letter.

1. Is Quake 2 coming out on the Saturn?
2. When you reviewed Duke 3D you let us assume that the graphics were the strongest feature of the game, whilst Digitiser described the graphics as being 'awful'. Why did you say that the graphics were good when you knew perfectly well that the graphics were poor? This is a blatant example of SEGA SATURN MAGAZINE hyping up the graphical capabilities of the Saturn console.
3. How much will X-Men vs Street Fighter cost when it comes out on the Saturn?
4. What are the chances of Virtua Fighter 3 on the Saturn?

**Khalid Samara, via email**



**1. I wouldn't put money on it as such, no. 2. I would say that it's more of a blatant example of you believing what you want to believe as opposed to us producing any "hype". Duke 3D moves and plays incredibly well and is far superior than the PlayStation version. You would have to be a lunatic to think otherwise. Or a writer for Digitiser, presumably. 3. About fifty quid. 4. Fair to middling.**

## IT ISN'T (VIRTUAL) ON

**Dear SSM,**

I just want to ask you two questions, so it won't take long.

1. Why have you done hardly anything on Virtual On? I have bought the game and think it is one of the best arcade conversions that Sega have done. Are there any cheats for it and if there are could you print them? Could you tell me why Sega are trying to make me buy a separate joystick, with 2 big control sticks instead of letting me just use my NiGHTS analogue pad? Since it is a completely 3D game, why?
2. Could you ask CVG why they tried to print exclusive photos of the Dural, when they were obviously just the N64 & the PlayStation crudely stuck together and then just scanned in. Plus it said 64-bit on the front instead of 128-bit.

**Aaron S, Coulsdon**



**1. Er, we did assloads on Virtual On in issue #15. Like nine pages. And we did cheats in a couple of issues after that one. Sega aren't "trying" to make you buy the two-stick controller because you can't get it outside of Japan. The coin-op uses two sticks so the analogue controller wouldn't be appropriate. 2. No I won't ask them. Because I assume (as should you) that it is, in actual fact, nothing more than an attempt at visual humour in the absence of empirical data.**

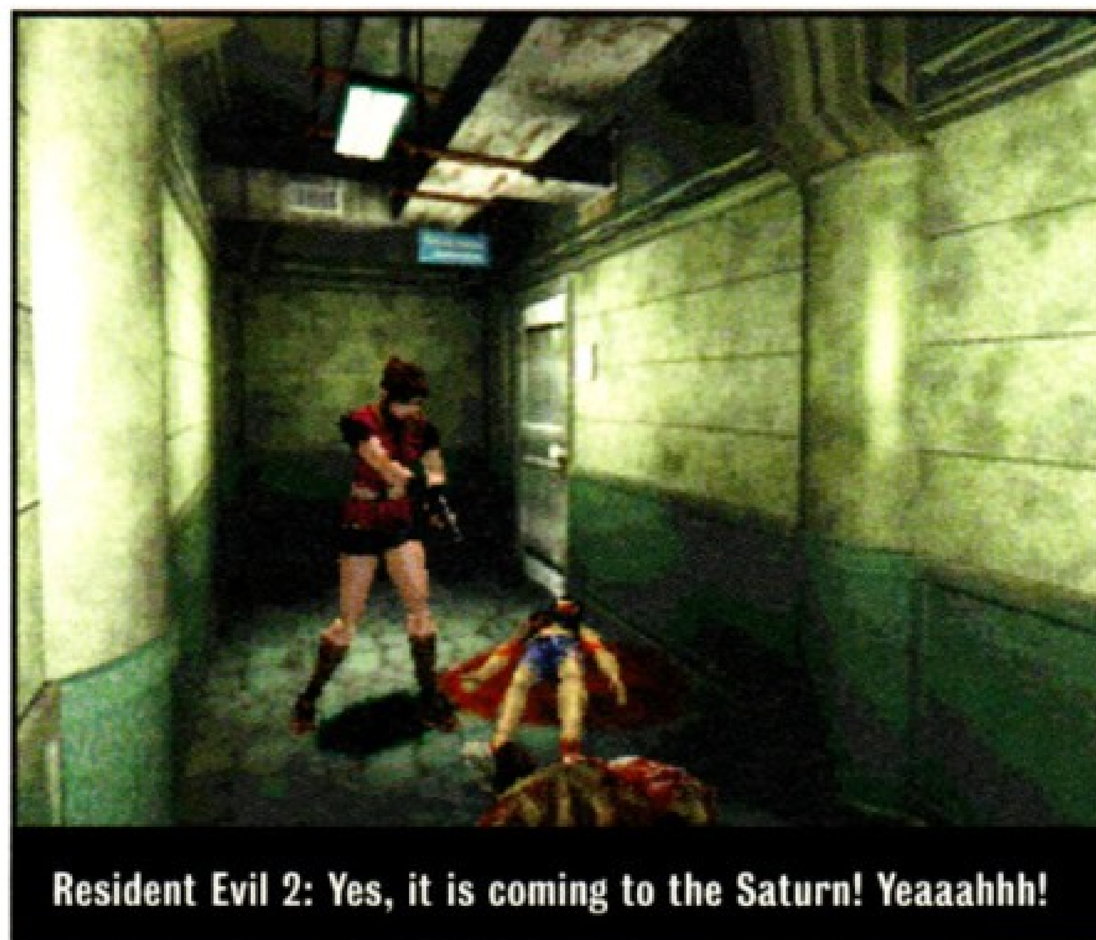
## SHOOTING OFF

**Dear SSM**

I'm a loyal reader of your magazine so please answer my "interesting" questions.

1. I don't own either of the Virtua Cop games (shameful I know) but I want to know if House of the Dead will be packaged with a light gun? Can you use an unofficial gun?
2. In two-player mode could a control pad be used as a substitute for a second gun?
3. Do Sega have plans to develop Virtua Cop 3 on Model 2 and in turn Saturn?
4. Any plans for an add-on disc for Sonic R with more tracks?

**Martin McLauchlan, Glasgow**



Resident Evil 2: Yes, it is coming to the Saturn! Yeaaahhh!



**1. House of the Dead won't be packaged with a lightgun. It is pad-compatible and will work with "unofficial" guns. We can't say that we've tried any of them though so we can't vouch for how well it will work. 2. It certainly could, yes. 3. It's likely to be on the Model 3 board, and would end up on the new Sega machine. 4. I don't think so.**

## PLAYSTATION PLAYSTATION PLAYSTATION

**Dear Q+A**

Please answer my questions as I was left confused after reading the January issue of GamesMaster magazine.

1. Is JVC going to convert the really cool Steep Slope Sliders to the PlayStation?
2. When is Riven coming out on the Saturn as the PlayStation version is coming out in February?
3. Is Wild-9s coming to the Saturn (GamesMaster says yes)?
4. Will the Saturn versions of Resident Evil 2 and Metal Gear Solid be as good as the PlayStation versions?
5. Do you have any facts on how powerful "Dural" is? "Oracle" (PlayStation 2) should be 64-meg.
6. Are Street Fighter 3, X-Men vs Street Fighter and Marvel Super Heroes vs Street Fighter coming out on PlayStation? I thought they were Saturn exclusives.

**Ivan Mariacher, London**



**Er, shouldn't you have sent these questions to a PlayStation mag? Oh well. 1. It is apparently on the cards, yes. 2. The programmer's been really unwell, but it should be out by May. 3. Hmm... as far as I know, it's still on "indefinite hold". 4. I'm sorry, my crystal ball's a bit murky at the moment. 5. I could tell you, but then I would have to kill you. So it's best that I don't. Over the next few months, I'm sure that I'll let a few things slip. Like the Ecco game "announcement" last issue. We should get something straight here though: Sega aren't going to be announcing much at all until the end of the year. But there is stuff we know to be true and has - kind of unofficially - been confirmed. Basically, we'll let you know everything we can. 6. They are. If they do appear, they'll be watered down versions such as the X-Men vs Street Fighter EX which doesn't even allow you to change character mid-fight. Which, some might argue, is one of the main aspects of the game in question.**

## FAQ

**Come now, you know the drill by now. All the really popular questions get rounded up and lumped into this liddle ol' corner of the page. Oh yes.**

Is Resident Evil 2 coming to the Saturn?



**In a word, yes. Check out the main news story at the front of the magazine for more details on this potentially brilliant game.**

Is Sega Rally 2 going to be translated?



**Yes, but our money is on the game appearing on the new Sega machine as opposed to the Saturn.**

Any news on Grandia appearing in Europe?



**It's not looking amazingly likely at the moment, although negotiations between GameArts and Sega are continuing. Personally, I'd buy the game on import and make use of our walkthrough to get your enjoyment from this epic game.**

# GAMEPLAY

NOW ALSO YORKSHIRE'S MOST EXCITING RETAILER!

# PRICE! CHOICE! QUALITY! SERVICE!

**THESE HAVE MADE US BRITAIN'S LARGEST MAIL ORDER SUPPLIER OF COMPUTER GAMES!**

A DIVISION OF INTERACTIVE COMMERCIAL ENTERPRISES LTD

**0113 234 0444** SALES HOTLINES
**0113 234 0999** TECHNICAL SUPPORT
**0113 234 0666** CUSTOMER SERVICES
email: GameplayUK@AOL.com

## OUT OF THIS WORLD SATURN PACKS AT DOWN TO EARTH PRICES!!!

PRICES INCLUDE **FREE 48hr DELIVERY** TO MOST AREAS IN THE UK (SUBJECT TO STOCK)

**UNBEATABLE SERVICE GUARANTEE** All machines bought from Gameplay are fully guaranteed by Sega. If your machine develops a fault within the guarantee period, we are the ONLY mail order company who will COLLECT IT FROM YOUR DOOR AND REPLACE IT FREE OF CHARGE!!

| | |
|---|---|
| Sega Saturn with no game | £96.99 |
| Sega Saturn & Resident Evil or Worldwide Soccer '98 or Touring Cars | £128.99 |
| Sega Saturn & Thunderhawk 2 | £111.99 |
| Sega Saturn & Manx TT | £126.99 |
| Sega Saturn & DOOM | £112.99 |
| Sega Saturn & Sega Rally or Worldwide Soccer '97 or Euro '96 | £114.99 |
| Sega Saturn & Die Hard Trilogy & Predator Gun | £129.99 |

FREE POSTER WITH EVERY ORDER FOR SATURN GAMES!!!!
PLEASE ASK FOR ONE WHEN ORDERING!

## ACCESSORIES

**TOP GEAR TOP DRIVE STEERING WHEEL** BEST BUY! Steering Wheel & foot pedals with working gearstick and 9 fully programmable buttons. Leather wheel cover. Works on N64, PSX & Saturn...£54.99

**PREDATOR GUN** Auto-Fire, Auto-Reload, Auto-speed selection. Also works with Playstation £13.99 or £11.99 if bought with games.

**LOGIC 3 CONSOLE CARRY CASE** Cushioned interior, partitions and pockets, durable lightweight and waterproof. £18.99

**DATEL ACTION REPLAY PRO** Many in-built cheats for UK & imported games which can be added to whenever a new game is released by simply tapping in a code. Also has 4MB of memory £42.99

Official Saturn Pad · Multi-Player Adaptor · Pro Arcade Stick

| | |
|---|---|
| Quantum Joypad - ergonomically designed with turbo-fire, auto-fire & slow motion functions | £12.99 |
| Official Sega Saturn Control Pad | £19.99 |
| Infra-Red Saturn Pads - includes 2 infra-red pads with turbo-fire & auto-fire functions and a receiver | £27.99 |
| Pro Arcade Stick 8 button fighter stick with Turbo-Fire, Auto-Fire and Slow Motion | £26.99 |
| Joypad Extender Cable | £7.99 |
| VRF1 Steering Wheel & pedals - True analogue wheel with programmable buttons. Ideal for Racing & Flight Games e.g. Sega Rally, Daytona, etc | £49.99 |
| Multi-Player Adaptor - allows you to connect up to 6 joypads together for multi-player games | £28.99 |
| CDX Convertor - universal adaptor which allows you to play imported games on your UK Saturn | £19.99 |
| Sega Memory Cartridge (4MBit) | £37.99 |
| High Capacity Memory Cartridge (8MBit) | £22.99 |
| RF Unit | £14.99 |
| Sega Light Gun for Virtua Cop | £23.99 |
| Dust Cover | £7.99 |
| Saturn Scart Cable | £12.99 |

## SATURN GAMES

Dark Saviour · Bubble Bobble/Rainbow · Actua Golf · Jonah Lomu Rugby

| | |
|---|---|
| 3D Lemmings | £21.99 |
| Actua Soccer Club Edition | £21.99 |
| Alien Trilogy | £19.99 |
| Alone in the Dark 2 | £36.99 |
| Andretti Racing | £15.99 |
| Area 51 | £24.99 |
| Atari Greatest Hits (due 5/4/98) | £29.99 |
| Athlete Kings | £18.99 |
| Atlantis | £36.99 |
| Battle Monsters | £26.99 |
| Battle Stations | £36.99 |
| Black Dawn | £35.99 |
| Blam! Machinehead | £17.99 |
| Bomberman | £32.99 |

DIE HARD TRILOGY & PREDATOR LIGHT GUN FOR JUST £33.99!

Bomberman · Daytona USA CCE

| | |
|---|---|
| Bubble Bobble & Rainbow Island | £22.99 |
| Bug Too! | £27.99 |
| Bust A Move 2 | £19.99 |
| Bust A Move 3 | £24.99 |
| Casper | £21.99 |

Bust A Move 3 · Sega Rally

| | |
|---|---|
| Command & Conquer | £35.99 |
| Crimewave | £29.99 |
| Croc | £33.99 |
| Crusader: No Remorse | £24.99 |
| Crypt Killer | £35.99 |
| Darklight Conflict | £19.99 |
| Dark Saviour | £33.99 |
| Daytona Racing | £17.99 |
| Daytona USA: CCE | £32.99 |
| Defcon 5 | £32.99 |
| Die Hard Trilogy | £21.99 |
| Die Hard Trilogy & Predator Gun | £33.99 |
| Discworld | £21.99 |
| Discworld 2 | £24.99 |
| Doom | £17.99 |
| Dragonforce | £33.99 |
| Duke Nukem 3D | £35.99 |
| Earthworm Jim 2 | £22.99 |
| Enemy 0 | £40.99 |
| Euro '96 | £11.99 |
| FIFA Soccer '97 | £15.99 |
| FIFA Road to the World Cup '98 | £34.99 |
| Fighters Megamix | £36.99 |
| Fighting Vipers | £17.99 |
| Formula Karts | £33.99 |
| Frank Thomas Baseball | £37.99 |
| Galactic Attack | £27.99 |
| Golden Axe the Duel | £20.99 |
| Grid Run | £32.99 |
| Guardian Heroes | £22.99 |

Manx TT · FIFA '97 · Soviet Strike · Croc

| | |
|---|---|
| Gungriffon | £19.99 |
| Hardcore 4X4 | £16.99 |
| Hexen | £27.99 |
| Highway 2000 | £19.99 |
| House of the Dead (due 9/4/98) | £CALL |
| Impact Racing | £35.99 |
| Independence Day | £36.99 |
| Iron Man - XO | £29.99 |
| Jonah Lomu Rugby | £32.99 |
| Jurassic Park 2: Lost World | £31.99 |
| King of the Fighters '95 | £33.99 |
| Last Bronx | £33.99 |
| Legend of Thor | £24.99 |
| Lost Vikings 2 | £26.99 |
| Mass Destruction | £24.99 |
| Magic Carpet | £19.99 |
| Manx TT | £22.99 |
| Marvel Super Heroes | £34.99 |
| Maximum Force | £31.99 |
| Megaman X3 | £26.99 |
| Mr. Bones | £26.99 |
| Mystaria | £27.99 |

Marvel Super Heroes · Duke Nukem 3D

| | |
|---|---|
| NASCAR '98 | £34.99 |
| NBA Live '97 | £16.99 |
| NBA Live '98 | £34.99 |
| NBA Action | £17.99 |
| NBA Action '98 | £33.99 |
| NFL Madden '97 | £16.99 |
| NFL Madden '98 | £34.99 |
| NHL Allstar Hockey (Sega) | £19.99 |
| NHL Hockey '97 | £19.99 |
| NHL Hockey '98 | £34.99 |
| NHL Powerplay Hockey | £19.99 |
| Pandemonium | £32.99 |
| Panzer Dragoon Saga (due 2/4/98) | £CALL |

| | |
|---|---|
| Pebble Beach Golf | £19.99 |
| PGA Tour Golf '97 | £21.99 |
| Premier Manager 98 | £31.99 |
| Primal Rage | £22.99 |
| Pro Pinball: The Web | £32.99 |
| Quake | £37.99 |
| Rampage World Tour | £28.99 |
| Rayman | £22.99 |
| Resident Evil | £36.99 |
| Sega Ages | £24.99 |
| Sega Rally | £19.99 |
| Sega Touring Cars | £36.99 |
| Sega Worldwide Soccer '97 | £18.99 |

NHL '98 · Virtual On

| | |
|---|---|
| Sega Worldwide Soccer '98 | £36.99 |
| Shining in the Holy Ark | £33.99 |
| Shining Wisdom | £27.99 |
| Shockwave Assault | £17.99 |
| Sonic 3D | £24.99 |
| Sonic Jam | £28.99 |
| Sonic R | £33.99 |
| Space Hulk | £12.99 |
| Spot Goes to Hollywood | £21.99 |
| Steep Slope Sliders | £33.99 |
| Streetfighter Alpha 2 | £34.99 |
| Street Racer | £24.99 |
| Super Puzzle Fighter 2 | £26.99 |
| Swagman | £15.99 |
| Tempest 2000 | £28.99 |
| Tennis Arena | £32.99 |
| Tetris Plus | £33.99 |
| Theme Park | £22.99 |
| Thunderhawk 2 | £16.99 |
| Tilt (Pinball) | £19.99 |
| Tomb Raider | £29.99 |

Tomb Raider · Streetfighter Alpha 2 · PGA Golf '98 · Panzer Dragoon Saga

| | |
|---|---|
| Toshinden URA | £25.99 |
| True Pinball | £14.99 |
| Tunnel B1 | £22.99 |
| Virtua Fighter 2 | £19.99 |
| Virtua Fighter Kidz | £18.99 |
| Virtua Racing | £11.99 |
| Virtual Golf | £16.99 |
| Virtual On | £22.99 |
| Warcraft 2 | £36.99 |
| Wing Arms | £24.99 |
| Winter Heat | £33.99 |
| Wipeout | £18.99 |
| Wipeout 2097 | £33.99 |
| World Series Baseball | £19.99 |
| Worms | £29.99 |
| WWF In Your House | £22.99 |
| X Men Children of the Atom (CD ONLY) | £9.99 |
| X Men Children of the Atom | £24.99 |

Virtua Fighter Kidz · Sega Touring Cars

### TOP TEN

1. MARVEL SUPER HEROES
2. DIE HARD TRILOGY
3. SONIC R
4. STEEP SLOPE SLIDERS
5. CROC
6. FIFA ROAD TO WORLD CUP
7. WINTER HEAT
8. SEGA W/WIDE SOCCER '98
9. RESIDENT EVIL
10. WORMS

Compiled from Gameplay sales 21/1/98 - 20/2/98

**WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!**

WHY NOT VISIT OUR CLUB SUPERSTORE IN LEEDS AT THE ADDRESS ON THE ORDER FORM! ALL ITEMS IN THE STORE ARE AT THE SAME DISCOUNTED PRICES AS OUR MAIL ORDER DIVISION.

## MEGADRIVE

| | |
|---|---|
| FIFA Soccer '95 | £9.99 |
| FIFA Road to the World Cup '98 | £34.99 |
| Mega Games 1 - World Cup Italia '90, Columns, Super Hang On | £9.99 |
| NHL Hockey '95 | £9.99 |
| Phantom 2040 | £9.99 |
| Action Replay Pro Cheat Cartridge | £38.99 |
| Phase 9 Graduate Pad - Turbo-fire, auto-fire & slow motion | £6.99 |

## SONY PLAYSTATION

FULL RANGE OF GAMES AND ACCESSORIES AVAILABLE AT BRITAIN'S LOWEST PRICES. PLEASE CALL

£104.99

| | |
|---|---|
| Actua Soccer 2 | £30.99 |
| Final Fantasy 7 | £36.99 |
| Time Crisis & Gun | £48.99 |
| TOCA Touring Cars | £33.99 |
| Tomb Raider 2 | £33.99 |

**N64 - £90.99!!**

## MEGA CD

| | |
|---|---|
| Battlecorps | £10.99 |
| Dune | £4.99 |
| Skullkeep: Dungeon Master 2 | £12.99 |

SPECIAL OFFER!! BUY BATTLECORPS OR SKULLKEEP & GET DUNE FREE!!

## 32X

| | |
|---|---|
| Doom | £4.99 |
| Golf | £4.99 |
| Stellar Assault | £4.99 |
| Toughman Boxing | £4.99 |
| Virtua Fighter | £4.99 |

SPECIAL OFFER!! BUY 2 32X GAMES AND PICK 1 FREE!!

**0113 234 0444** SALES HOTLINES OPEN SEVEN DAYS A WEEK

**FAX ORDERS ON - 0113 234 0770** (24 HOURS A DAY)

- ✓ LINES OPEN 9am-8pm MONDAY - FRIDAY, 10am-7pm SATURDAY, 10am-4pm SUNDAY. ANSWERPHONES ALL OTHER TIMES.
- ✓ ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION).
- ✓ NO QUIBBLE EXCHANGE POLICY - IF YOU ARE UNHAPPY WITH YOUR PURCHASE FOR ANY REASON, SIMPLY RETURN THE ITEM IN PERFECT CONDITION WITHIN 48 HOURS OF RECEIPT BY RECORDED DELIVERY AND SUBJECT TO A FEE (10% OR MIN £4), WE WILL SWOP IT FOR ANOTHER ITEM. (THIS OFFER APPLIES ONLY TO ITEMS LISTED IN OUR MOST CURRENT ADVERTS AND EXCLUDES ITEMS BOUGHT TO ORDER).
- ✓ ORDER WITH CONFIDENCE FROM ONE OF THE LARGEST DISTRIBUTORS IN THE COUNTRY - OVER 700,000 SOFTWARE ITEMS SUPPLIED SO FAR!
- ✓ WE PROVIDE ONE OF THE FASTEST DELIVERY SERVICES AROUND, 2-3 WORKING DAYS MAXIMUM ON GAMES, NEXT WORKING DAY ON MACHINES. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE & CALL TO CHECK AVAILABILITY BEFORE ORDERING)
- ✓ 1ST CLASS DELIVERY FREE OF CHARGE TO U.K. MAINLAND. OPTIONAL NEXT DAY DELIVERY £4.00. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.
- ✓ 1000'S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR PSX, N64, PC CD ROM & MAC.

**Please ring to confirm availability before ordering as many special offers are limited stock & some games may not yet have been released.**

GAMEPLAY

Cut out this order form and post to:
**GAMEPLAY, ENTERTAINMENT HOUSE, CROSS CHANCELLOR STREET, LEEDS, LS6 2TG**

NAME:........................................HAVE YOU ORDERED BEFORE? Yes / No
ADDRESS:..........................................................................
..........................................................................................
POSTCODE:..................................SIGNATURE: ..............................
TEL:..............................................FAX: .....................................
CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐
CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ (SWITCH ONLY)

| ITEM DESCRIPTION | PRICE |
|---|---|
| | £ |
| | £ |
| | £ |
| | £ |
| | £ |
| **Optional express cheque clearance.** If you are paying by cheque but do not want to wait for it to clear please add **£2.00** here* for express clearance | £ |
| Postage is **FREE** for all games shipped within the U.K. Optional NEXT DAY DELIVERY available: £4.00 for 1st item plus £1.00 for each subsequent item. Overseas postage - £2.50 per software item. P&P | £ |
| TOTAL | £ |

Cheques payable to 'Gameplay'.
Prices correct at time of going to press. E & OE.

SA3(4)

*Please note - express cheque clearance is not possible on Building Society cheques.

# Breaking down the 'Boarders












**By the year 2000, global warming will have melted the polar ice-caps, turning the whole planet into a red-hot tropical paradise devoid of all snow. Eco-warrior GARY CUTLACK plays Chill while there's still a chance...**














Many years ago, I went on a school skiing trip to Austria. It all went very well until, on the sixth day, I had a small accident and broke one of my skis. Initially, I was quite upset at being left out of the skiing fun that my friends were all enjoying, but then I had a brainwave - what if I put both of my feet on my one remaining ski and 'surf' down the slope? It seemed to work, and was bloody good fun too. The rest of my class started doing it as well, and by the end of the week the entire town was copying my idea. Little did I know that I had just invented the sport of 'snowboarding', and this activity would become one of the biggest trends on the 1990s! Funny how things work out, isn't it?

▲ Don't just stand there, do something!

## THREE'S A CROWD

Anyway, enough of the history lesson, let's take a look at Chill. The application of simple mathematics and a glance through the last few issues of SEGA SATURN MAGAZINE, will reveal that we've featured no less than three snowboarding games in the last couple of months. Zap! '98 doesn't really count for most people as it's only available on import, so that leaves a straight one-on-one fight between Steep Slope Sliders and Chill for the UK snowboarding game championship.

## LONGER AND HARDER

Similarly to Steep Slope Sliders, Chill sees boarders racing down dangerous courses, trying to complete them in a record time, or racking up a huge points score by performing as many stunts as possible. But there's more to Chill than just that. Oh no, hang on, »



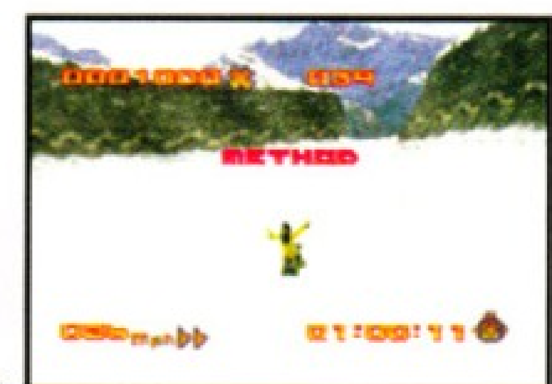
▲ Predictably enough, crashing through trees slows you down.

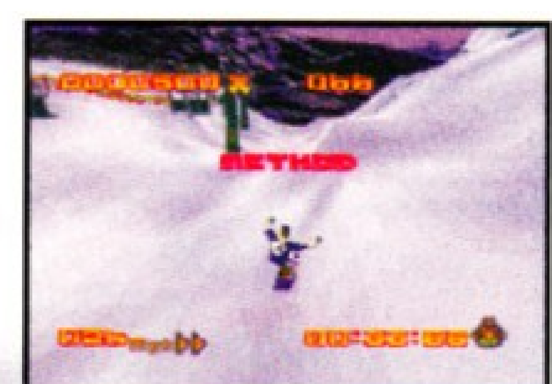


▲ Some of the courses have great graphics, some are more er... rough.



▲ The sensitive controls actually make racing the slalom a lot easier.





▲ Stunts are harder to perform than in Steep Slope Sliders.




▲ The mountainous village course features some great scenery





▲ (Left) Some courses are a bit sparsely populated in places...




» I was thinking about something else for a moment - that's all there is to Chill. But it's not such a bad thing. After all, Steep Slope Sliders contained exactly the same ingredients and is still one of the most enjoyable games we've played for ages. The main selling-point for Chill is that it contains longer courses, more varied scenery and multiple routes to take along the way down, along with Steep Slope-style stunt action. First-up, let's take a look at the tracks:

## COURSES OF ACTION

This now complete version of Chill features five tracks - three initial courses, with a further two becoming available later. Strangely enough, these two new tracks are quite a bit better than the first few, with the cliff-hanging glacier track easily being the highlight of the game.



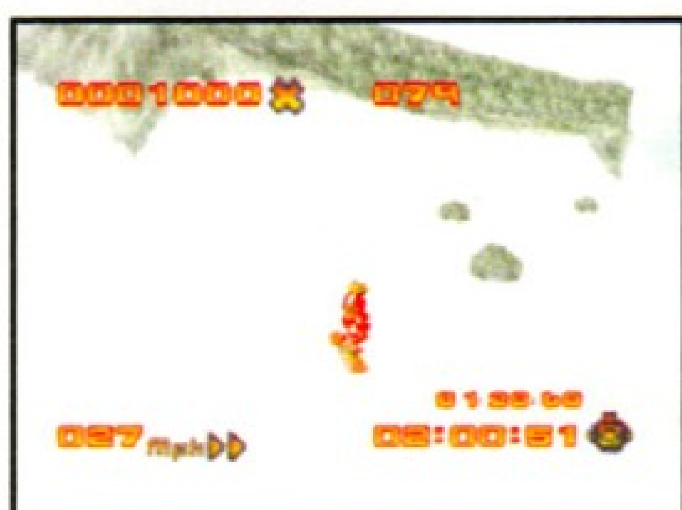
## FOREST

The first course, and a pretty straightforward one too. This isn't the most exciting track we've ever raced down, but there are a few diversions along the way - buildings to race through, logs to slide along, collapsing trees to avoid and, curiously, a finale that sees players sky-diving off a cliff!

## VILLAGE

Speeding through mountain villages is always popular in race games, and here we see some of the most impressive scenery in Chill. The track winds through a busy street, around public squares and churches, before finally speeding








▲ Unfortunately, head-on contact with a solid object stops players dead in their tracks, bringing the action completely to a halt. Annoying? Absolutely.




▲ Blimey! Chill looks rather good in this picture! The 'free riding' course is one of the best in the game.

## THE ABOMINABLE SNOWBOARDER

You can't have a snowboarding game without having secret characters. This Yeti makes an appearance as an extra racer in Chill, thanks to the inspiration of Lee Nutter whose hairy, flabby physique was digitised specifically for the role.











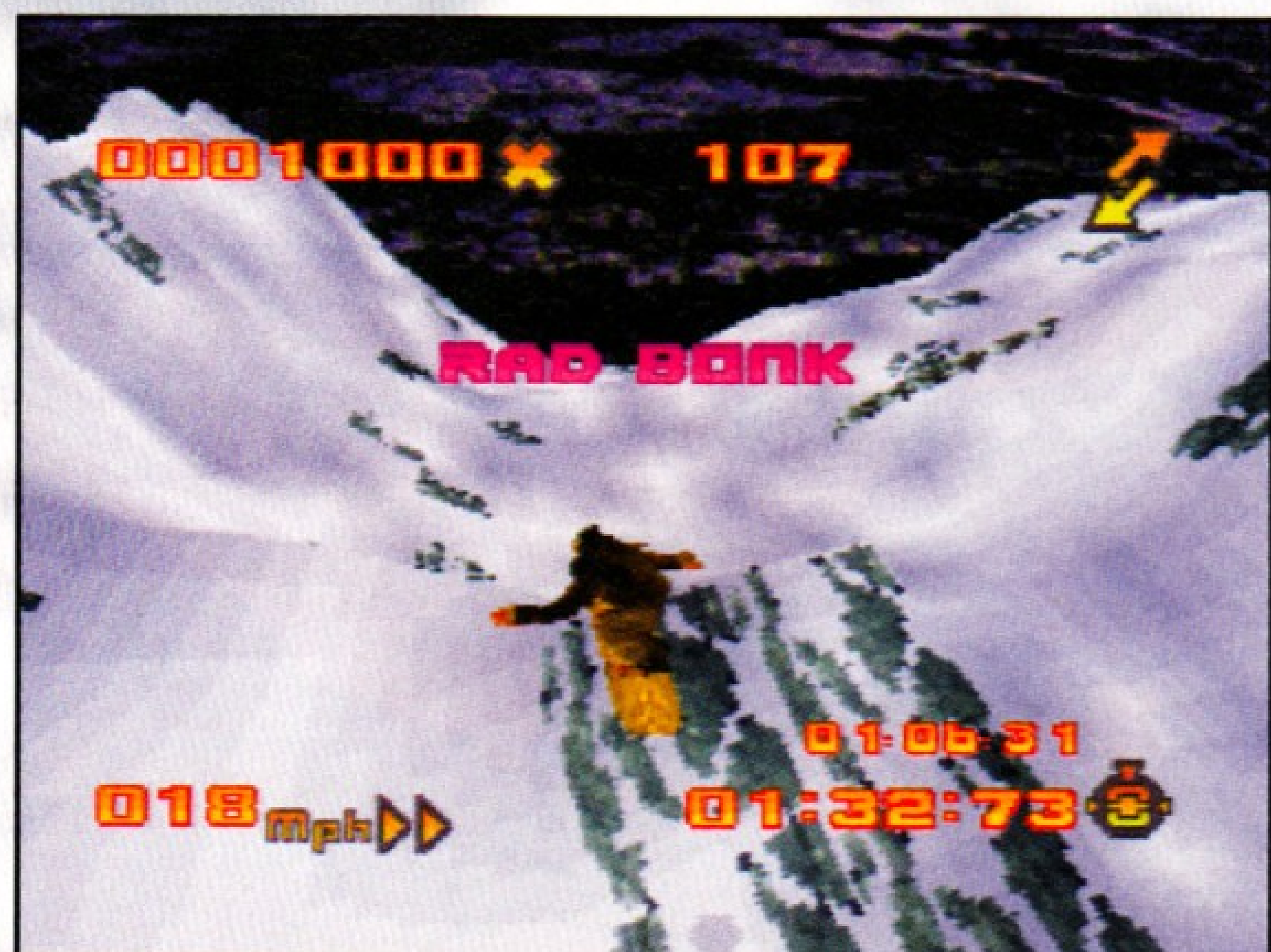

through the packed changing rooms of the local girls school. I made that last bit up, but there's an idea for the sequel, eh guys?

### WINTER SPORTS

This track combines a slalom course with a half pipe trick section and some extra-fast winding downhill racing-style corners, for unique multi-event entertainment. The half pipe section is pretty duff to be honest, although the earlier slalom bit is my favourite part of the game. What a tricky dilemma.

### GLACIER

Hey, we've discovered another unique Chill feature! This massive track sees boarders racing along a section of a mountain road with no fences - mess up a turn and players tumble over the edge of the cliff! There's a strange part where racers have to avoid large lumps of rock which roll up and down the sides of a steep gully, while also avoiding what can only be described as "pointy things" that stick out of the snow.




▲ Unlike Steep Slope, Chill dishes out extra points for racers who bounce off the top of buildings, cars, sheds, fences and other chunks of scenery on their way down the course. The game refers to this as a 'bonking', allowing players to literally bonk their way through the game. I'll let you come up with your own joke...

### FREE RIDING

This track is huge, taking well over three minutes to complete. It seems to take place in the evening too, which thankfully allows me to take some screen grabs that don't look so damn white. Electricity is the theme here, with racers dodging in and out of pylons and through gaps in the metal bridges.

### SYNTAX ERROR IN LINE 40

In the real world, snowboards are usually made from wood. But the ones in Chill aren't, because they don't exist in the real world - it's only a game! For Chill's graphics, the programmers have opted to use a mixture of 3D polygon courses with some 2D sprites laid over the top and the result is, well, let's just say that Chill isn't the best looking game we've ever seen. The programmers have ignored the cool 'fade in' effect that we saw in Steep Slope Sliders, and have opted instead for the more traditional 'pop-up' technique that we've seen in, well, loads of dodgy Saturn >>




▲ More ace seat-of-the-pants action. Ahem.




▲ My stunt score is currently zero. I'm crap.

## VANILLA ICE? HA! I'M COOLER THAN HIM!

You know how things can be so bad they're good? Well, chuck Chill's rap intro into that crowded category, as the rendered boarders and cheesy rap tune makes a huge impact on anyone who sees it. A negative impact, by the way...












▲ It's the hairy Yeti in action! He's much faster than the other racers.




>> games. The pop-up isn't too obvious, but when combined with some very poor 2D 'trees' that populate the sparse courses and some fairly small characters, the end result is a bit disappointing when compared, inevitably, to Steep Slope Sliders.

### THE GAMEPLAY

Different, that's the word to use. Of course, I'm assuming that you've all played Steep Slope Sliders and are expecting more of the same silky-smooth action. There's no doubt that it takes a while to get the hang of Chill's extra-sensitive controls, but even after a lengthy acclimatisation period it's still pretty tough to accurately manoeuvre your boarder. Thankfully, the bearded programmers at Silicon Dreams have added support for the Saturn's cool analogue pad, and this really does help a great deal. Stunts are performed by jumping, then performing the required move, but Chill's more realistic application of gravity makes Steep Slope-style combination moves pretty tough to do.

### THE EXTRA STUFF

And as you might expect from a game that's been produced in this country, the PAL optimisation is really top-notch - there are no noticeable borders and the two-player mode runs at a fair rate too, although things do start to get more than a little bit glitchy when there are two of you racing. There's also a ghost mode which adds a fair bit to the one-player game. After completing a course, the next time you race a phantom boarder appears on the screen who recreates the previous run. This is dead handy for improving your racing line and seeing where you've gone wrong in previous races - and it boosts the replay value too.

Cheap Slope Sliders? Turn to page 60 for the review...

### PLEASE SELECT YOUR DESTINATION

The route selection idea is one of the extra features that definitely deserves a paragraph of its own. At various points along each track, there are signposts which indicate a split in the track. But the novel thing is, players can ignore this advice and race straight down the middle, swerving between the two courses! Players can jump over fences to take sneaky short-cuts and cut across open areas to save time, which gives Chill a much more open and varied variety of racing.

### CONTROVERSIAL CORNER

Let's just say that we've been contemplating Chill's review score for quite a while. Some people are of the opinion that the more 'realistic' gameplay and lack of over-the-top thrills makes for a better game, while others reckon that Chill is just a poor-man's Steep Slope Sliders, with trickier controls and dodgier graphics. What side of the fence do I sit on? Well, I can't tell you here, so check out the review on pages 60 & 61 for the official SEGA SATURN MAGAZINE Chill verdict...









# SOME GAMES ARE SICK

* PLAYSTATION * NINTENDO * PC * SEGA * ARCADE * ONLINE * RETRO *

computer and video games

ONLY £1.50

YOSHI'S STORY
HAPPIEST GAME EVER MADE

GRAN TURISMO
OVER 250 CARS IN ONE GAME

RESIDENT EVIL 2
R EVENT OF THE YEAR RIPPED OPEN!

OEMON HOUSE OF THE DEAD FIGHTERS DESTINY BUSHIDO

RESIDENT EVIL 2 (PLAYSTATION)

computer and video games
100% PUKE • CVG 100% PUKE • CVG 100% PUKE • CVG 100% PUKE



YOSHI'S STORY (N64)

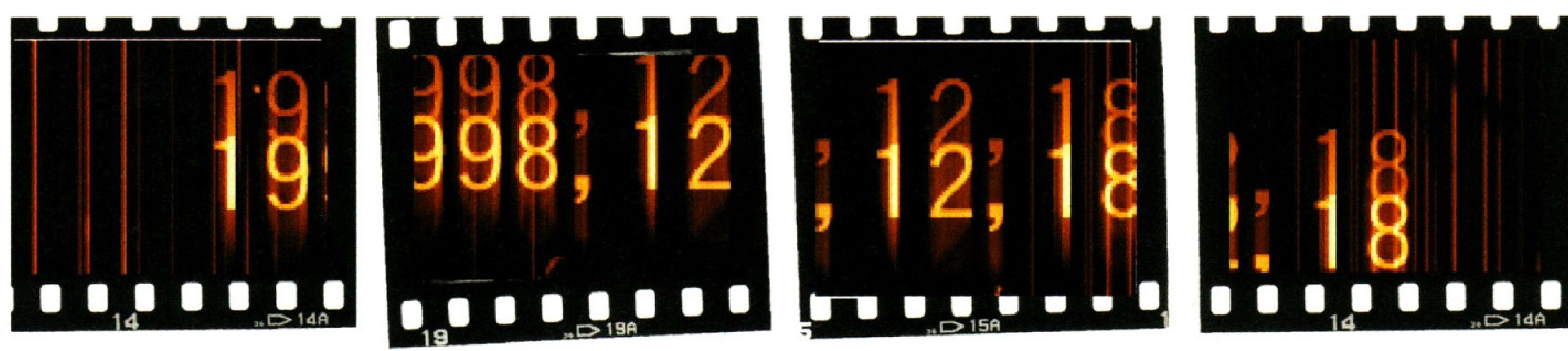
# SOME COULD MAKE YOU SICK

• LATEST ISSUE OF COMPUTER AND VIDEO GAMES ON SALE NOW

ONCE YOU'VE PICKED IT UP YOU CAN'T KEEP IT DOWN!

# AT DEATH'S DOOR...



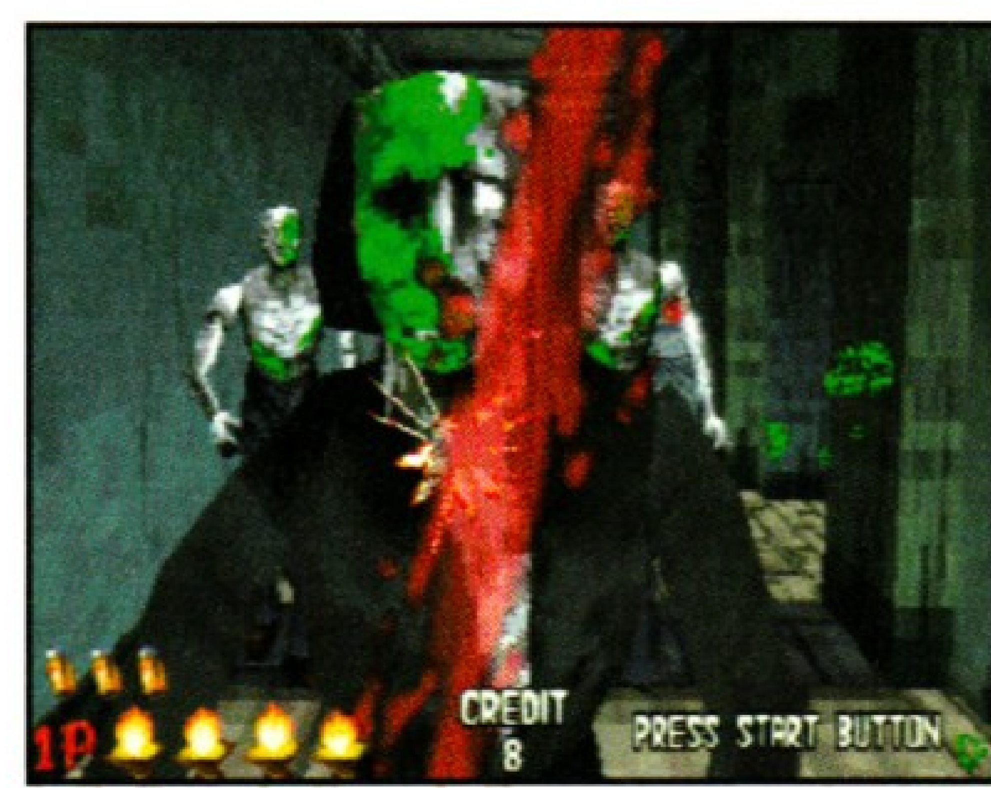



# AM1's shocking shootathon reaches the last stage of its development with all levels now present and correct. But will the final game achieve arcade perfection? MATT YEO continues the exclusive SEGA SATURN MAGAZINE coverage.

It has to said that last month's House of the Dead coverage was based on a slightly updated version of the game, with Tantalus having added only minor new features. However, as these screenshots reveal, we've now played an 80% complete version of AM1's coin-op classic, with every stage present and correct as well as the surprise appearance of a few Saturn-only treats.

For starters, the game now boasts more than one standard play mode. Accessed from the main option screen, these essential additions are intended to extend the longevity of the game, making the Saturn version of House of the Dead much more than a straightforward coin-op conversion. Arcade Mode is basically the coin-op experience in its entirety with players exploring the chilling mansion on a spooky search and destroy mission. Saturn Mode on the other hand looks set to be the version that most players will opt for as it offers a selection of characters and cool extras. A line-up of six formidable faces are initially available (there may be more secret characters) offering players a wider range of abilities such as faster reload times, gun chamber size and bullet damage. So while novice players may decide to plump for Tom Rowgun 2's

>>







Hey kids, all your favourite zombie killers are back again this month as SSM once again enters... The House of the Dead!



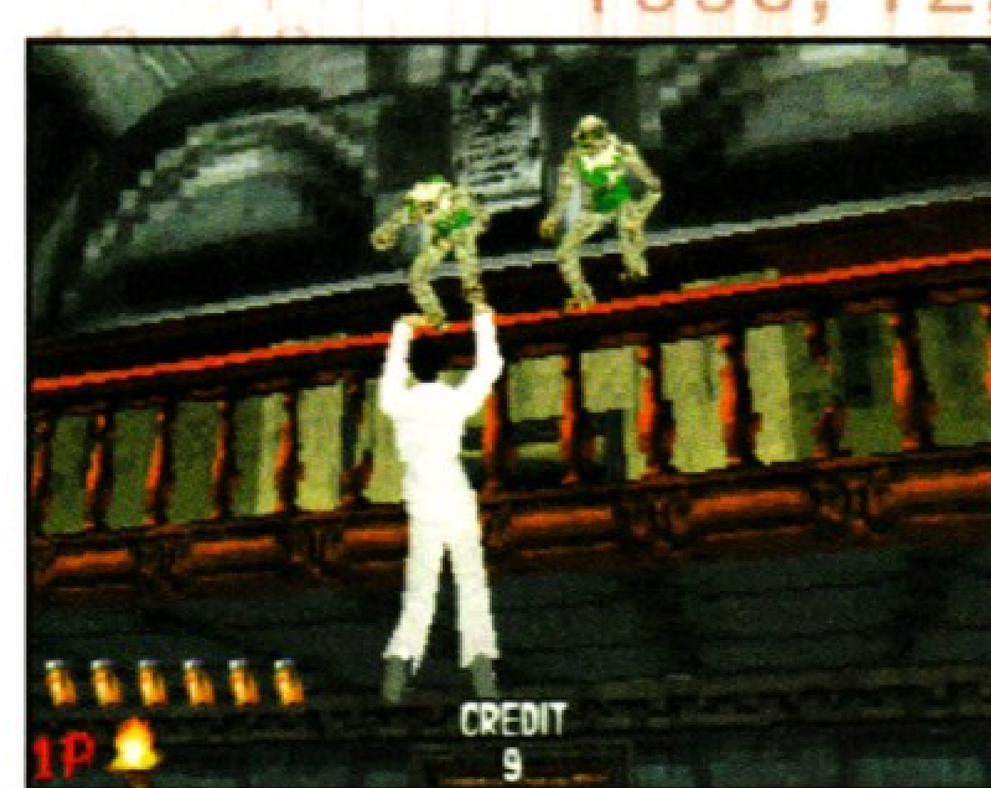









Tantalus have now included all the monsters that were missing last issue.




Blasting the monkeys takes players in different routes.

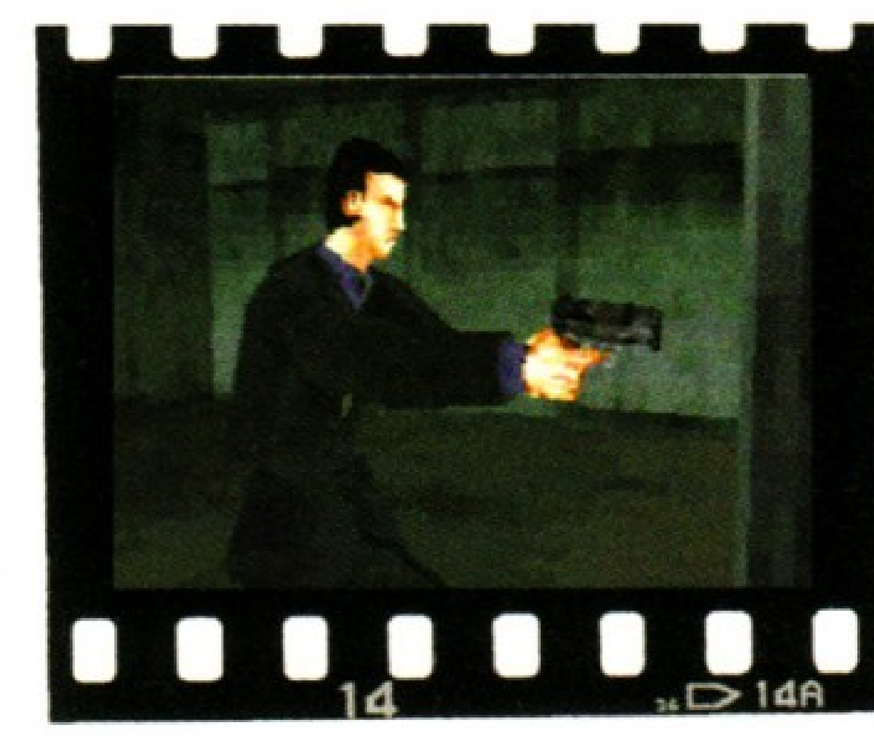



Be warned: this is what inbreeding gets you!









CLASSIFIED CONFIDENTIAL SECURITY CLEARANCE A-1



**STATUS:** AMS SPECIAL AGENT
**CODENAME:** EAGER EAGLE
**HISTORY:** One of the Bureau's best, Tom has earned the respect and admiration of his fellow agents by tackling cases that have terrified lesser men. Fearless and resourceful, he is only to be attached to the highest priority cases.

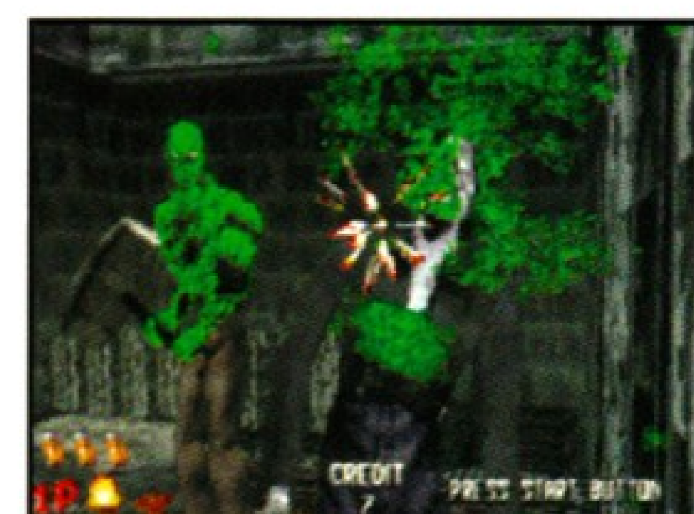
**DIRECTOR'S NOTE:** "Tom's engagement to DBR Corp research scientist Sophie Richards could be used to our advantage. Have Surveillance tap her apartment for any possible leads."

**DATE:** 8/5/98
**FILE NO:** 5436852/0
**SUBJECT:** TOM ROWGUN




The games engine allows for up to six nightmare creatures on-screen at once.











Don't forget to save the human scientists on the way. You gain points and extra lives as well as keycards.

souped-up talents to dispose of the undead, crack shots will be better suited to the handicapped skills of Sophie Richards.

## OPTION FRENZY!

Those players who are just too damned impatient have the cool option of selecting the game's Boss Mode, providing instant access to the four end-of-level guardians. These bad boys may be tackled in any order you like and if you're a masochist, and fancy fighting all four freaks with just one credit, then that option is also available! Rounding off the House of the Dead's funky features are the Ranking Mode (vital for checking that all-important high score) and the in-game options. If you fancy changing the difficulty setting, bumping your lives and continues up, altering the shape of your joypad target sight and even calibrating your Virtua Gun - this is the screen to visit.

## LETHAL WEAPONS

Of course all the options in the world won't disguise a shoddy game and fortunately for us Tantalus have pulled out all the stops this month. All four chapters are completely playable now although the last two stages are still a little rough around the edges. Although these levels are lacking graphically, the first two chapters are as good as finished. Every creature is in its correct location and basic wireframe models








CLASSIFIED CONFIDENTIAL SECURITY CLEARANCE A-1



**STATUS:** DBR CORP SCIENTIFIC DIRECTOR
**HISTORY:** Head of multinational DBR Corp and creator of the Bioreactor. Pioneered revolutionary gene-splicing techniques before becoming a recluse after the death of his son during an archeological dig. Now personally supervises DBR's biological experiments at their East Side mansion.

**DIRECTOR'S NOTE:** "Curien must be stopped at all costs. His illegal genetic experiments have produced lethal zombie-like creatures with an insatiable appetite for human flesh. Termination order authorised!"

**DATE:** 26/10/98
**FILE NO:** 99993/6
**SUBJECT:** DR CURIEN





The rough textures in Chapter Four will be sorted out for the final game.




The ball-and-chain bikers (left) are just some of the new monsters to blast!




have been replaced by completed texture-mapped models. It has to be said that these additions have slowed the game down slightly and monsters are often lost against the game's gloomy backdrops, but hopefully the finished title should trot along at the same speed as its coin-op cousin.

## DO YA FEEL LUCKY, PUNK?

Thankfully this month's House of the Dead disc completely supports the Virtua Guns, making zombie-blasting even more fun. We've talked before about shooting off monsters limbs, torsos and heads, but with two lightguns plugged in, AM1's pistol pumper really comes into its own. As with the Virtua Cop series, teaming up with a partner for some cool two player action makes House of the Dead what it should be - a non-stop action-packed arcade smash. From tagging zombies in the distance to carefully picking off their putrid limbs one at a time, playing with the Virtua Guns is essential. Of course the joypad control method is still reliable enough, for total accuracy we'll head for the heavy artillery every time!







We're hoping that the finial textures won't clash too much with the backgrounds

CLASSIFIED CONFIDENTIAL SECURITY CLEARANCE A-1



**DATE:** 12/6/98
**FILE NO:** 6767643/5
**SUBJECT:** SOPHIE RICHARDS

**STATUS:** DBR CORP SCIENTIST
**HISTORY:** Transferred to DBR from rival biological research company. Wealthy family have government connections, but Sophie insists on working for private scientific organisations. Tough and competent.

**DIRECTOR'S NOTE:** "Sophie's engagement to Special Agent Tom Rowgun may make her a liability to the mission. On the other hand, her knowledge of the facilities' layout and experiments make her an invaluable witness."

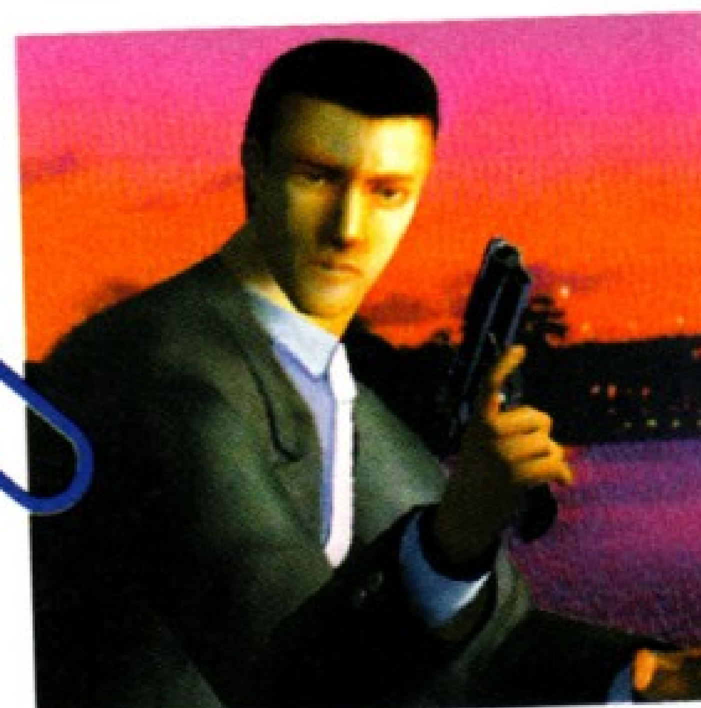






These guys are absolutely rock-hard, requiring plenty of accurate shots to bring 'em down.

CLASSIFIED CONFIDENTIAL SECURITY CLEARANCE A-1



**DATE:** 20/4/98
**FILE NO:** 11136748/3
**SUBJECT:** G

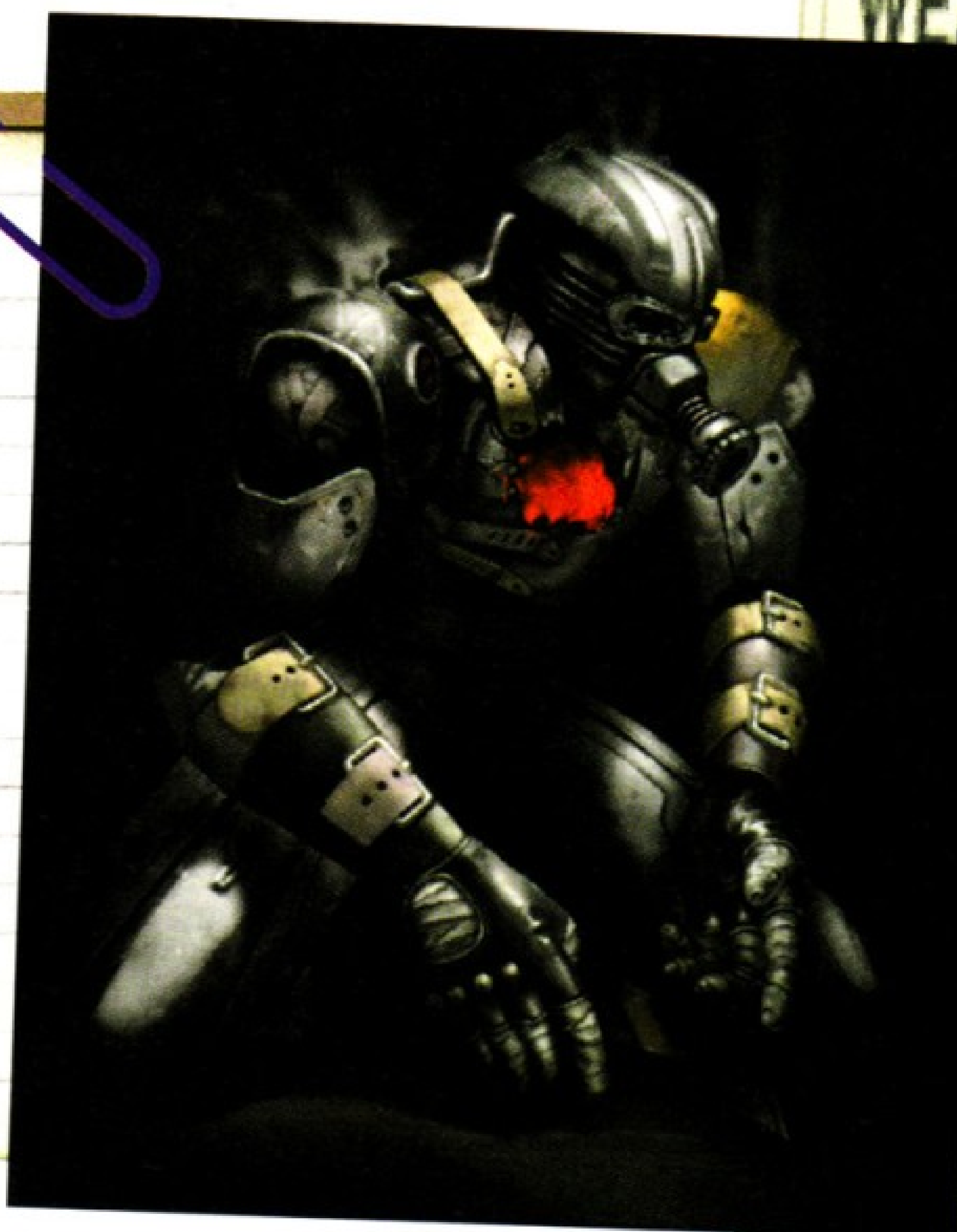
**STATUS:** AMS SPECIAL AGENT
**CODENAME:** SILVER FANG
**HISTORY:** What G lacks in emotion, he more than makes up for in resourcefulness. Originally attached to the DBR operation as an observer, G's skills have made him the ideal partner for Tom Rowgun. An unstoppable agent.

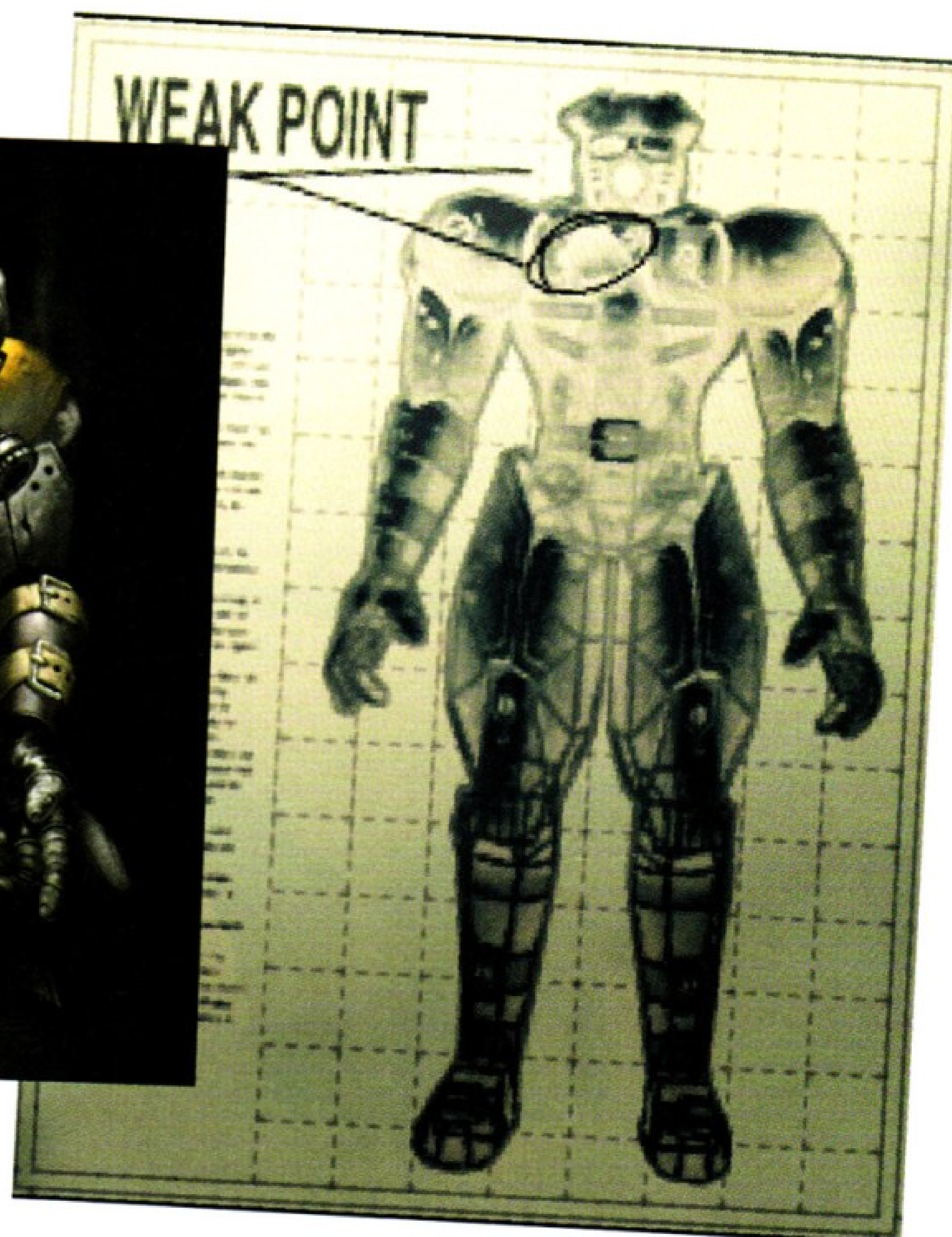
**DIRECTOR'S NOTE:** "Ensure G sticks to his mission parameters. We don't need another cover-up like last time. G has orders to destroy every creature in the DBR mansion. Failure is not an option."

**CHARIOT**
**TYPE:** 27
**AMS REPORT:** Originally designed to act as Dr Curien's personal bodyguard, the creature know as Chariot is an unstoppable powerhouse. Chemically treated skin has been enhanced with high tensile steel, acting as an impenetrable armoured shell. Chariot's speed and strength are devastating when combined with his razor-sharp battle staff.










## CHAPTER THREE: TRUTH

After tackling the terrors and dangers of the mansion's courtyard, sewer system and inner rooms, players now take their skills underground to DBR Corp's top secret sections. Chapter Three is taken up with exploring the building's Security Zone - a high level containment level designed to keep failed creations in and intruders out - as well as an abandoned factory complex. Unfortunately, the computer system that controls these zones has malfunctioned, trapping a number of innocent casualties inside. It's up to Tom and G to take on more of Dr Curien's wacky wildlife, including a truly tough boss.

The stage begins with players moving through a number of not-so-secured areas in search of keycards with which to open sealed doors. Of course there are zombies and mutated creatures lurking everywhere and the game switches into high gear by throwing up to six monsters at players at any give time. New faces in this chapter include strange metallic ninja zombies, who act similar to the knife-throwing Drakes from last issue. Their blade-spinning antics are a pain indeed and these tough nuts take full clip of ammo before staying down. Also proving to be somewhat resilient to your firepower are the lumbering cybernetic zombies and Borg-ified weirdoes. The first of these creatures are basically pure muscle bolstered with metallic implants for supreme strength. Aim for their soft fleshy parts and they'll go down pretty quickly. The Borgs on the other hand require either lightning fast reflexes or for players to team-up and lay down a hail of bullets. Either way, this stage isn't gonna let you off easily.

Civilian scientists wander aimlessly around this section, trapping themselves in cells, requiring players to blast away the locks,







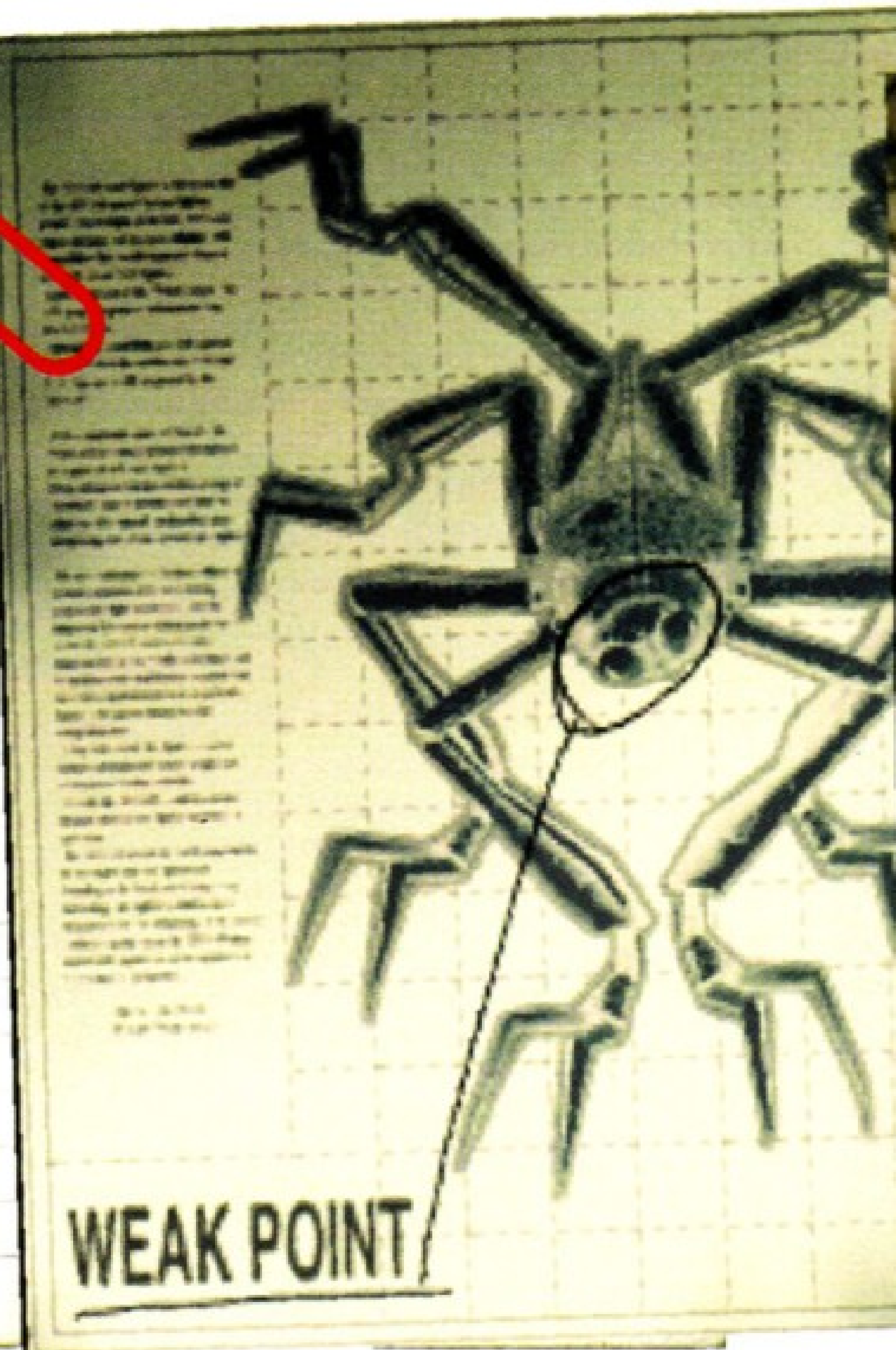
All of the cool arcade cut scenes have now been included, adding to the game's spooky storyline.




**HERMIT**
**TYPE:** 6803
**AMS REPORT:** While the mansion's surface-dwelling creatures are lethal enough, the building's extensive sewer system hides this evil arachnid. The Hermit was one of Dr Curien's first successful experiments and as such has been allowed to survive by acting as the guardian to the company's inner laboratory. A toughened shell and lethal venom coupled with the creature's surprising speed make this abomination a Class One threat.

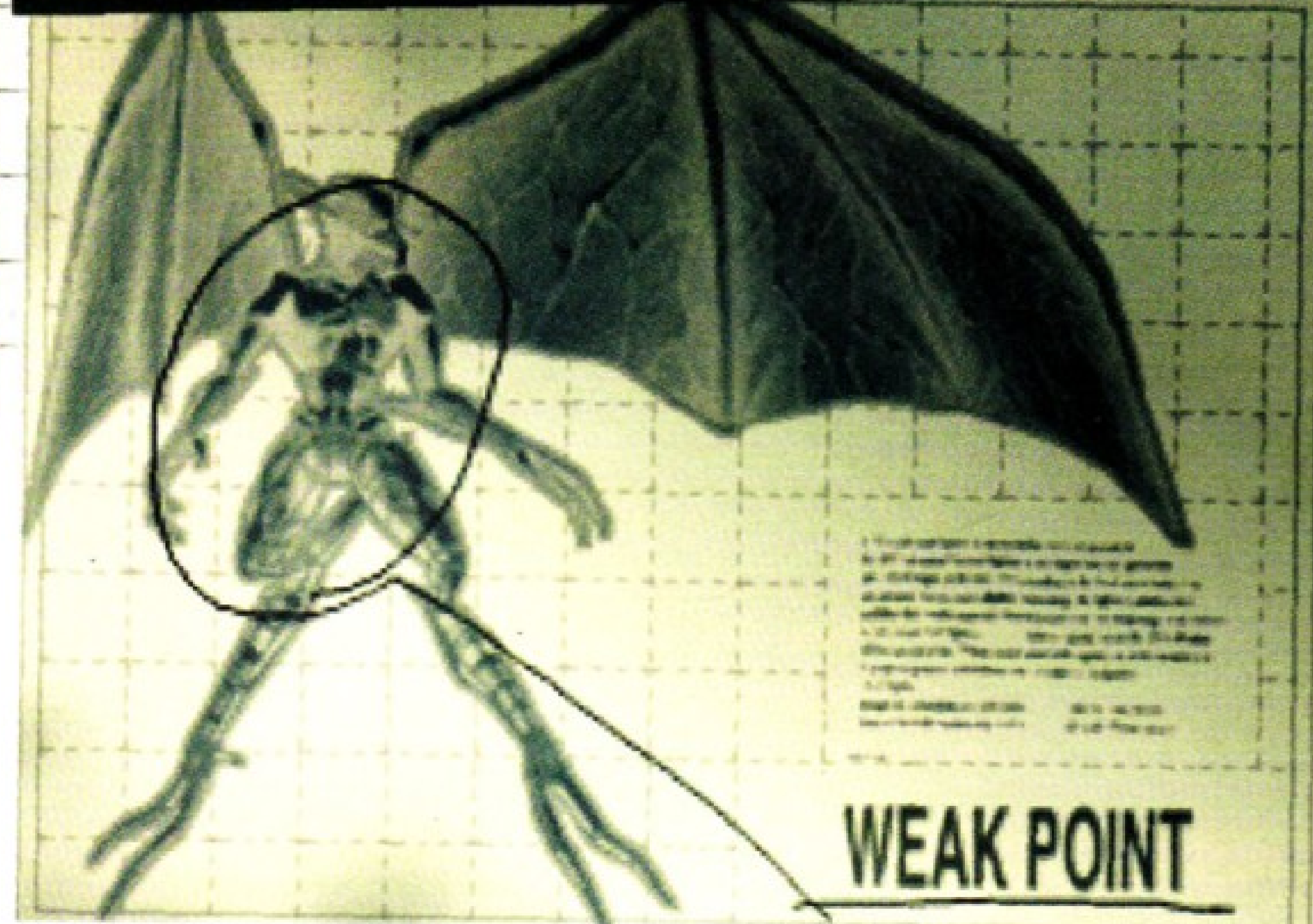











HANGEDMAN
TYPE: 041
AMS REPORT: Dr Curien's imaginative use of the Bioreactor seems to know no bounds. The Hangedman is thought to be a unique bat/human hybrid as evidenced by its wingspan, nocturnal dwelling and hyper sonic navigational abilities. AMS Intelligence Division have observed the Hangedman during night flights and noted a "cloud of vampire bats" shrouding this monster.











Left: Lurking in the sewers and water system, these killer frogs pack a wallop!

and generally get in the way. Save as many as you can for extra lives and a supreme high score. The game's multiple route system comes into play at the end of the Security Zone when players have to decide whether they'll take the left or right elevators. Both routes are extremely hazardous to your health, but each path offers its own unique challenges. The left-hand lift guides players through the main factory section where zombies hurl axes and barrels from above. This route offers better marksman chances as most of the stage's creatures are glimpsed from a distance. The right-hand route leads through a claustrophobic narrow duct where zombies wait to launch surprise attacks. This route is recommended only to those players with super-fast reflexes!

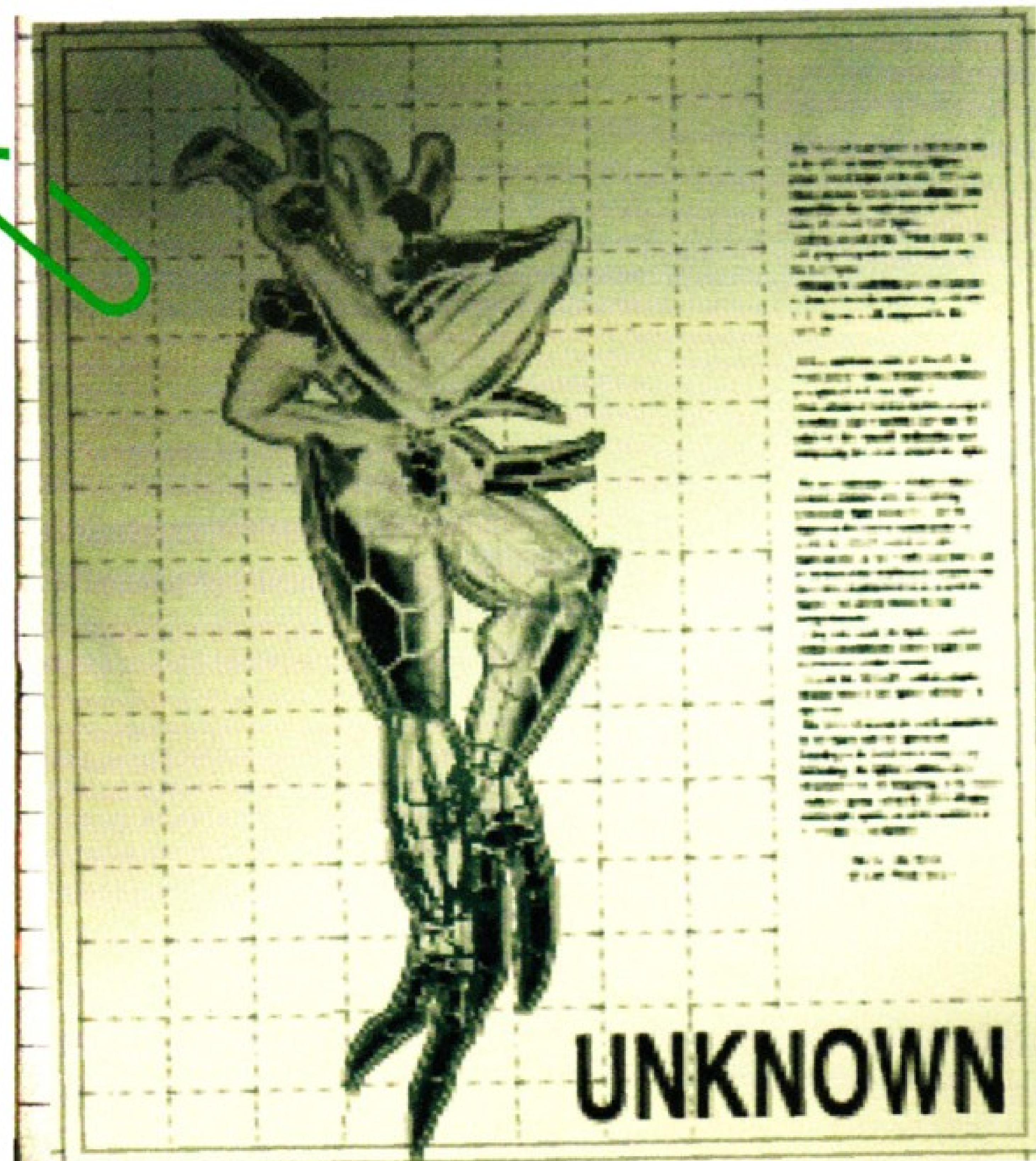
The third chapter ends with the appearance of Dr Curien who commends you on your abilities before unleashing another of his creatures. The Hermit is easily the largest of all the bosses, but don't let his size fool you. This spider-like guardian moves extremely quickly and causes plenty of damages with leg and venom-spitting attacks. The only weak spot is the creature's head, although this part of its anatomy is often obscured by legs and armour. Wait for its charging assault and let rip with full firepower . Hermit, retreats up his tunnel twice, but always comes back for more.










MAGICIAN
TYPE: 0
AMS REPORT: Before sealing himself in the mansion's inner lab, Dr Curien hinted at his "ultimate creation", a creature that would take humanity to the next evolutionary level. Little is know about the Magician's abilities, speed or size but past experiments should give agents some idea of the threat they face. Dr Curien's legacy must follow him to the grave!
















We recommend using the Virtua Gun to get the most out of The House of the Dead. It's accurate and makes you look like a real bad mutha!

### CHAPTER FOUR: THE HOUSE OF THE DEAD

The final challenge arrives with Chapter Four as Tom and G track down Dr Curien to his inner sanctum only to discover that the crackpot prof has one last trick up his sleeve! There aren't any route deviations in this stage, although the level is broken into four distinct sections. After passing into the control room, players once again encounter the first boss, Chariot. He's just as tough as before, but by now you should be skilled enough to kick his ugly butt from here to Hell! Beat him and you'll move into a large open cavern containing The Hangedman. This Chapter Two boss proves to be the pain he was before, with a combined bat and claw attack. He follows the same flight pattern as always so you should clean his clock in no time at all.







Moving into the final chamber, players once again meet the mad Doc who proudly boasts about his plans for world domination. Curien then reveals his masterpiece, the perfect creation from his Bioreactor, The Magician! The Doc then collapses before the action moves outside for the finale. Combining lightning-like speed, superior strength and fireball chucking talents, The Magician is a force to be reckoned with. His weak point blueprint states that he has no such deficiencies, but players will want to aim for several chinks in his armour such as the lower right leg and upper left arm. This is it, folks... are you ready for the ultimate showdown?

### CHOOSE LIFE... AND DEATH!

Although the first two chapters are now as good as finished, the remaining stages still need some work. The DBR Corporation's inner sanctum's and laboratories are looking better, but any fans of the arcade game will know that more details and features need to be




Above: If you ever find one of these things under your bed... run you fool!

## CLOTHES MAKETH THE MAN

In keeping with their intention to make the Saturn version of House of the Dead truly arcade perfect, Tantalus have ensured that players have the option of selecting more than two agents. To add a bit more variety to the standard grey suit wearing government operatives on offer, the game's Saturn Mode allows players to pick two alternate versions of Tom Rowgun and G. This time around the AMS boys are sporting some cool designer outfits and trend-setting haircuts.

Also sticking closely to the coin-op game is the ability to play as the lovely Sophie Richards (yep, both players can pick this tough bird). A further Saturn-only addition to the ranks arrives in the shapely form of a sexy DBR Researcher and there are rumours of even more secret characters to discover!











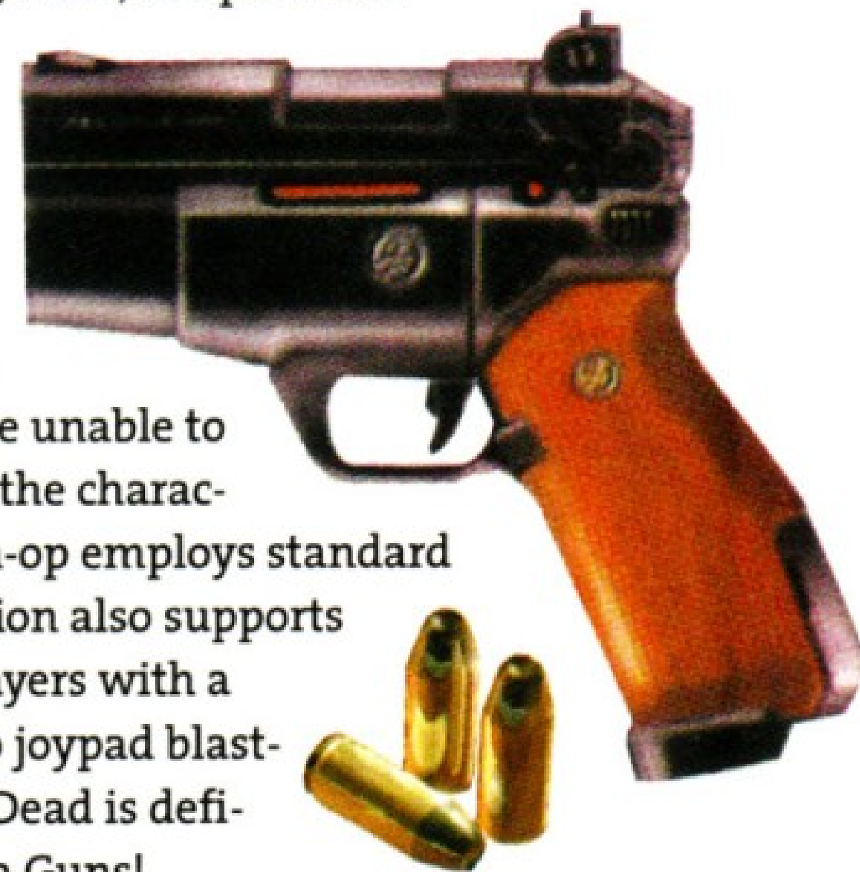






## SHOOTING BLANKS

In their HotD adventure, Special Agents Tom Rowgun and G have been supplied with some cool weaponry courtesy of the AMS armoury. The BDR Custom .45 Auto, is a powerful handgun that can be tailored for specific missions. In actuality, the guns were designed by AM4, also responsible for constructing all Sega arcade cabinets. Due to time constraints, AM4 were unable to produce lightgun versions of the characters' weapons and so the coin-op employs standard Virtua Guns. The Saturn version also supports these weapons, providing players with a totally accurate alternative to joypad blasting. In fact The House of the Dead is definitely best played with Virtua Guns!









added. Basic monsters are all well and good, but bare, untextured walls are not a pretty sight. While we're talking about details, glitchy cut scenes and incorrect sound samples are still present in this version of the game, but we're assured that the final disc will be silky smooth. As far as secrets go, Tantalus are keeping quiet for the moment. We already know about the arcade options to change the colour of the zombies blood, but what other cool stuff awaits brave players who enter the monster-filled mansion? We're hoping for a time-based Ranking Mode, more playable characters and, of course, what lightgun game would be complete without a Mirror Mode? Obviously we'll be revealing any cheats and tips as soon as we get them and keep your eyes peeled for complete House of the Dead guide in just a few short issues.







### REMAINS OF THE DEAD

With the first two stages being virtually complete, it looks like Tantalus may very well have lived up to their promise of delivering a coin-op conversion worthy of AM1. The addition of more unseen monsters is a welcome sight and we're finally getting the feel of the finished game. We do have some reservations about whether the Saturn version of The House of the Dead will do the arcade game justice and if it has the potential to beat Virtua Cop at its own game, but we'll bring you the full judgmental SSM verdict next issue.

Of course the screenshot's the right way round! Watch out for surprise attacks from these ceiling-dwelling freaks.

## GET HIGH SCORES!

The House of the Dead actually contains three game endings depending on how well players performed. Number of lives and continues remaining, as well as top scores, will all guarantee your place in the final Ranking chart. However, the only way to see the true ending is to get a 1st ranking of over 62,000 points. Here's a rundown of point values to aim for:

| | |
|---|---|
| Each rescued scientist: | +400 |
| Each scientist killed: | -100 |
| Each scientist killed by you: | -200 |
| Each monster killed: | +80 |
| Monster head shot: | +120 |
| Each time you're hit: | -100 |
| Each time you collect a medal: | +200 |
| Each time collect a gold frog: | +1000 |
| Stage 1 Boss: | +1500 |
| Stage 2 Boss: | +1500 |
| Stage 3 Boss: | +1500 |
| Stage 4 Boss: | +2500 |









Swinging down on these chains makes targetting tricky.




Blood, gore and bile. House of the Dead's got the lot!



# Blaze of Glory!

## Committed to providing unique and innovative gaming experiences, Sonic Team bucks the trend of violence and destruction to produce the Saturn's first fire-fighting game - Burning Rangers. LEE NUTTER reports.

Last month we released exclusive details of what could quite possibly be the hottest title of '98 - the incredible Burning Rangers. Of course, such a sensational game deserves a great deal more coverage than a single showcase can provide. So as you've come to expect from SEGA SATURN MAGAZINE, we've delved further into Sonic Team's latest offering to unearth yet more intriguing information. Over the next six pages we reveal exclusive screen shots of the senses-shattering third and fourth missions, impart hod-loads of information on the awesome two-player, training and sub-game modes and tell you how the game plays from our own first-hand experience. There's no respite next month either, as we're expecting the long-awaited PAL translation of Burning Rangers to arrive in the SSM office any day now, with a full-on review guaranteed in the very next issue. Yep, this one's gonna be a scorcher!







Work on the PAL translation continues apace at Sega, with a UK release now scheduled for April 26th. Bet you can't wait, eh?


The enemy quota is increased for the tricky third mission.


The level design just gets better and better as you delve further into the game.




The quality of the visuals is superb, though we're a tad concerned about the nasty polygon glitching.

## MISSION THREE - GRAVITY ZERO

At first glance, the third level, Gravity Zero, bares a certain similarity to the previous level. However, the difficulty setting has been upped considerably, providing a stern challenge for even the most accomplished players. The main mission objectives and hazards remain the same as in previous levels - traverse the collapsing floors, locate the key panels, extinguish the raging fires and rescue the trapped civilians therein. Only there's far more to it than that. Sonic Team has punctuated the routine tasks with some notable diversions to keep you on your toes, such as disintegrating walls which threaten to blast players into outer space. Or the numerous mechanical droids replete with laser cannons attempting to thwart the rescue mission. Not to mention the tricky zero gravity chambers (hence the name), which require precision use of the Burneer Unit to successfully negotiate.



Most intriguing of all is the discovery of a trapped child, who turns out to be none other than Elliot of NiGHTS fame (or at least we think it's him... well, how many kids do you know with blue hair?).




Careful not to get too close or you'll lose those valuable crystals.

## I WANNA BE YOUR DRILL INSTRUCTOR

The training mode is the most recent addition to Burning Rangers and is designed to help newcomers get to grips with the basic mechanics of the game (not really necessary if you've been following our coverage). In this mode fellow Burning Rangers take you step-by-step through every conceivable aspect of the game, affording players ample opportunity to hone their skills before putting them to the test in the game proper. From mastering the Burneer Unit to extinguishing the fires, collecting crystals and rescuing the hostages, it's all covered by the comprehensive training mode. Pretty cool, eh?









The further into the fourth level you get, the greater the resistance to your rescue mission.


Only two characters are playable at present, but there are more in there.





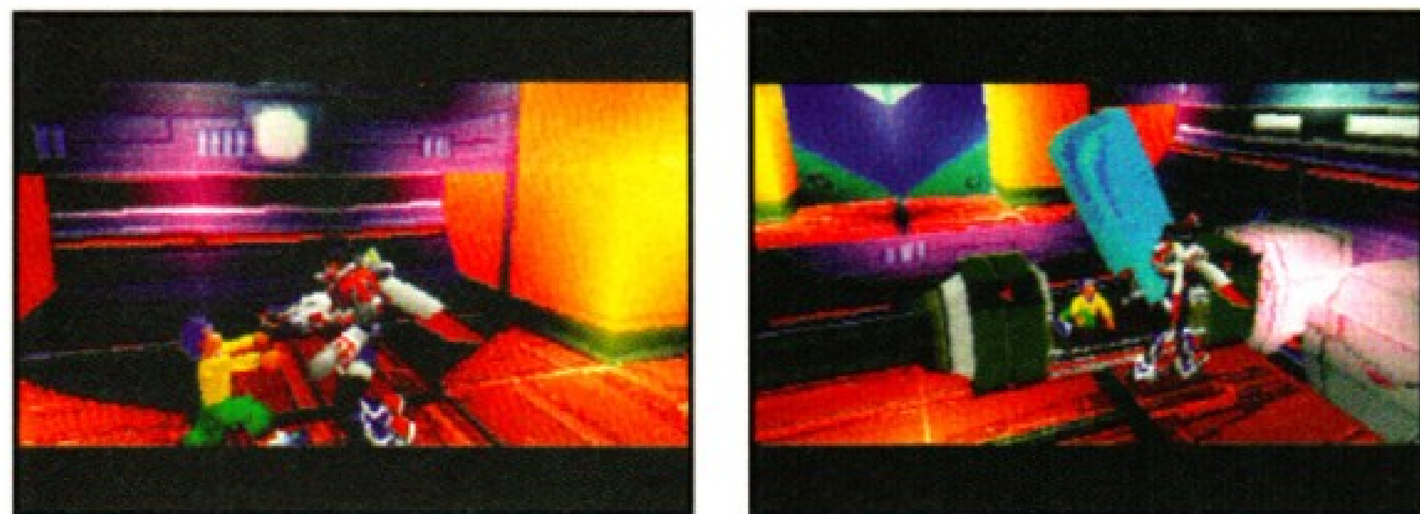




As with Sonic Team's NiGHTS, success in Burning Rangers is derived from effective use of the controls.

The problem is, the Burning Ranger's teleporter equipment has packed in and the only way to get Elliot to safety is to carry him to the emergency escape pod. Naturally, this restricts the use of the extinguisher cannon and Burneer Unit, making traversing the platforms and avoiding the raging fires very difficult indeed.

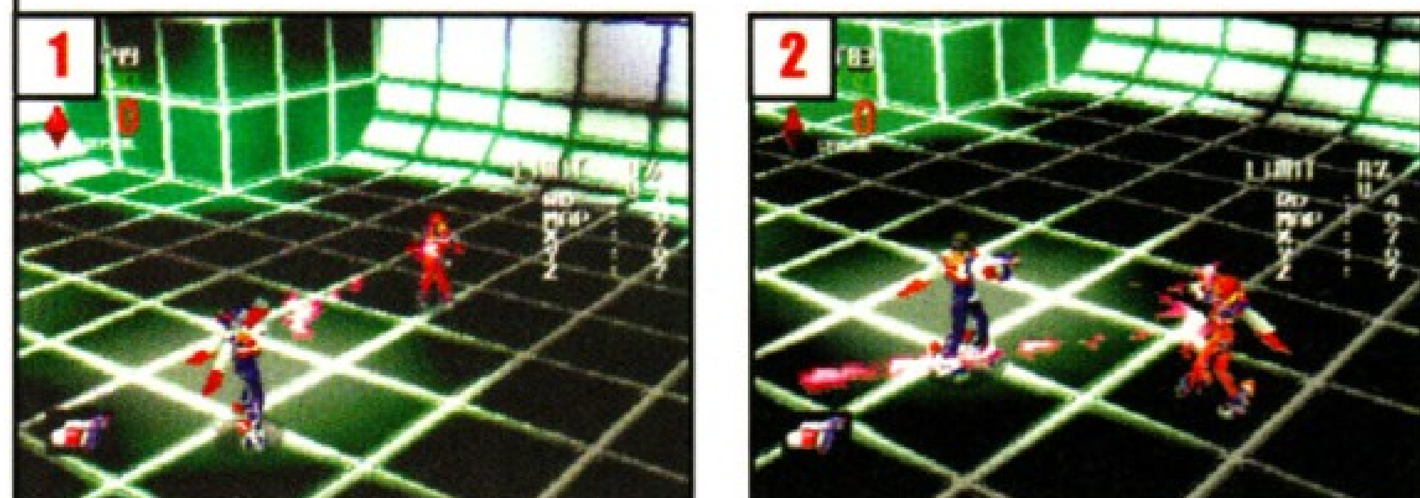
Also of note is that the in-game cut-scenes become far more frequent in the third mission, revealing more details of the intriguing plot. Of course, we can't understand a bloody word of it (given that it's all in Japanese), but hopefully we'll be in a position to reveal further information next issue.



Guess what? Elliot from NiGHTS makes in brief appearance in Burning Rangers!

## TWO-PLAYER MODE

As we speculated a couple of months previously, the two-player mode takes the form of a Virtual On-style battle, with the two protagonists engaging in aerial combat in a vast metallic arena. However, unlike Virtual On, this takes place on just one screen as opposed to being a split-screen affair. Quite how this will work in practice we're not yet sure, as the bugs in our pre-production version prohibit any prolonged gameplay. Similarly, it's not yet known whether Sonic Team plans to include extra power-ups to bolster the standard Fire Extinguisher Unit. So until such answers are forthcoming, here are a few screen shots to tide you over.




## AWESOME BOSS ACTION!

The third end-of-level boss players encounter is surprisingly simple to defeat, in stark contrast to the nightmarish boss to follow in the subsequent level. The deadly battle takes place in a huge network of metallic tunnels, with the enormous mechanical boss constructing itself around a mysterious crystal before unleashing a deadly attack upon you. Employing a different set of tactics to those of previous missions, players run into and out of the screen in an attempt to escape its clutches whilst carefully aiming repeated blast from a fully charged Fire Extinguisher Unit. Several well-aimed hits scatter its limbs around the tunnel, but it quickly reforms unless your onslaught continues. Finish off the gigantic end-of-level boss and it's onto the fourth and final mission where the REAL challenge lies.



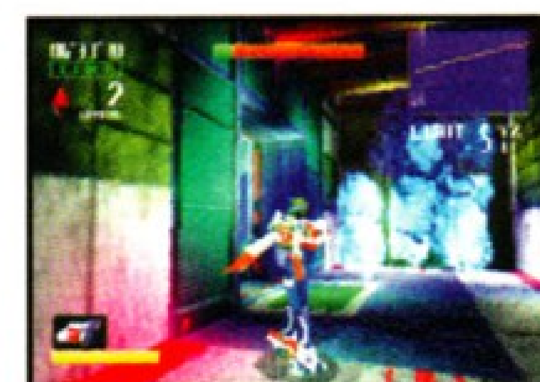
Burning Rangers bears all the hallmarks of a classic Sonic Team game, though we still would have preferred a proper Sonic game. D'oh!



The third boss is pretty simple to defeat, but may change for the finished game.





Collecting the crystals left behind as a by-product of the fires is essential for obtaining extra continues.

Certain sections of the fourth mission take on a Tomb Raider-style look, but the gameplay is essentially very different indeed.



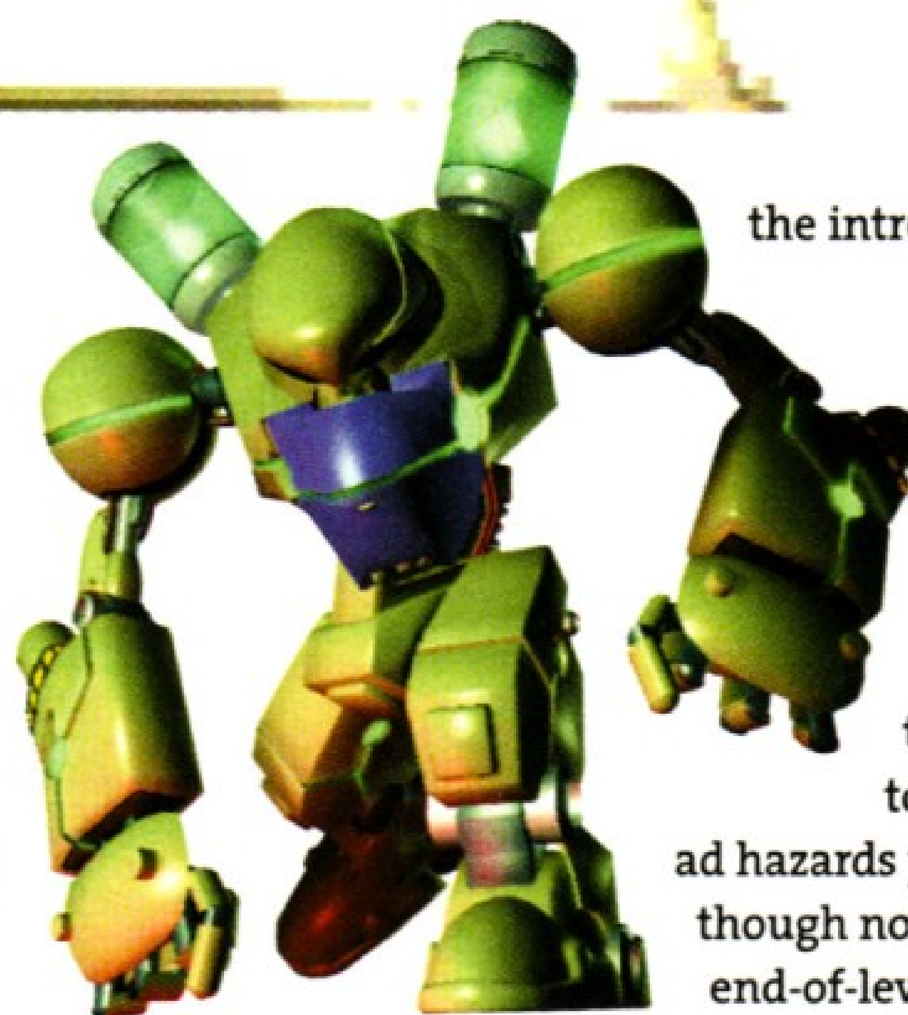


The real-time lighting effects play a spectacular role in Burning Rangers.

### MISSION FOUR - WINGED CRADLE

The fourth and final mission is an amalgam of the toughest sections of the previous three missions, with players needing to draw upon their experience to overcome the diverse range of tasks presented before them. The mission kicks in with the Burning Ranger being deployed in a massive underground cavern, with huge explosions and flash fires swallowing up the ground beneath your feet. It soon becomes clear that the only way to survive is to keep on the move, extinguishing fires and locating hidden key panels along the way. In fact, Sonic Team have really played up the Tomb Raider-style exploration element in the fourth mission, with a great deal of play time being spent locating hidden doors and passages. That's not to say that there is any respite in the fire-fighting action though, as the fourth mission features some of the most volatile environments witnessed so far, with a whole host of new hazards awaiting



the intrepid Burning Ranger.

However, it's the sheer diversity of stages for which the fourth mission is notable, with each of the huge stages being completely different to the last. From huge underwater caverns to demolishing ancient ruins, it's all very impressive stuff. The problem is though, the fourth mission is tough - like reeeally tough. The complex level design and myriad hazards provide an unrelenting challenge, though nothing can prepare you for the awesome end-of-level boss!

## SUB-GAME MODE

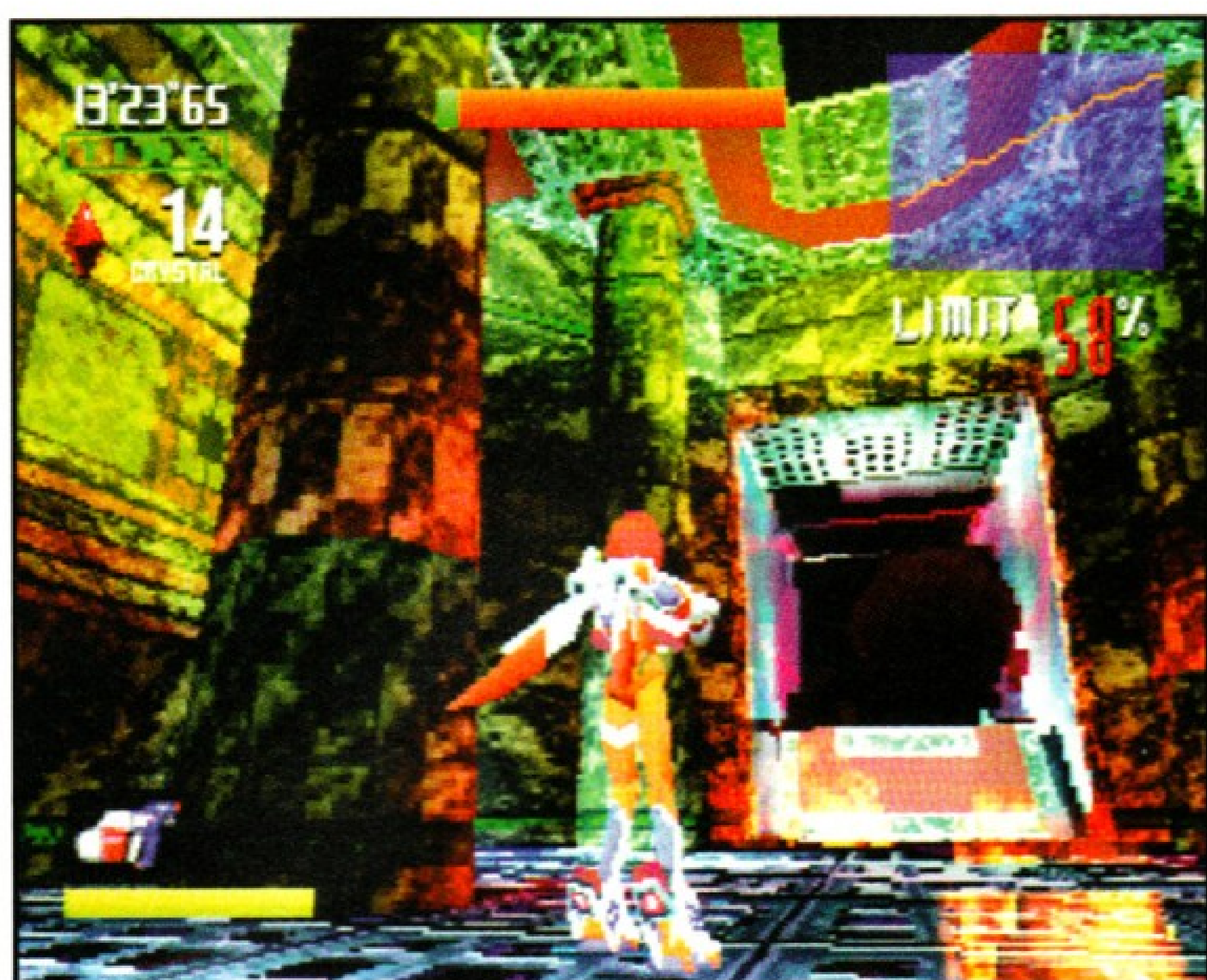
Firmly entrenched in the latest build of Burning Rangers is the mysterious sub-game mode which becomes available once the regular game has been completed. As we've come to expect from the Sonic Team, it's a score-attack game whereby the idea is to rack up as many points as possible. Players take control of the Burning Rangers' space craft and negotiate their way through the twisting section of tunnel, collecting crystals and avoiding the hazards therein. From partially opening gates to treacherous meteorite storms, deft control of the craft and liberal use of the laser cannons are essential for survival. Cool.








We'll have a full-on interview with Sonic Team in the next issue of SSM!




### FINAL BOSS!

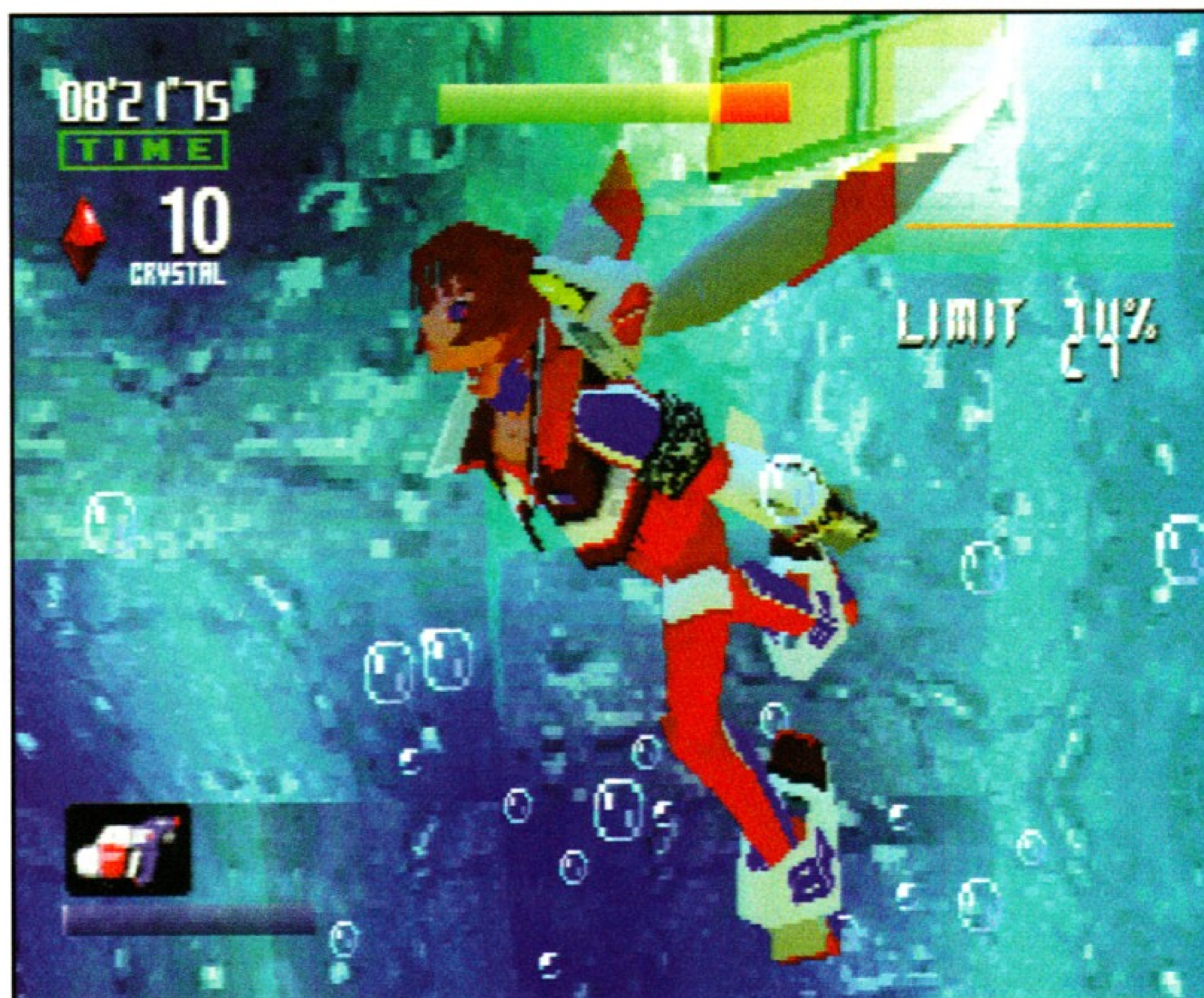
As with Sonic Team's incredible NiGHTS, one of the most admirable aspects of Burning Rangers is the sheer scale of its end-of-level bosses. Each one is either a huge monstrosity capable of inflicting vast amounts of damage or commands a sprawling domain full of hazards. In this instance, both apply. The huge final boss protects itself by perpetually blasting out a vast array of fiery projectiles and tornadoes across its lair, which makes getting close enough to launch an attack damn-near impossible. But if you manage to dodge the hazards and break down its shields, a few carefully aimed shots from the ultra-powerful Fire Extinguisher Unit should see him off. It sounds simple enough, but in practice it requires a Herculean effort to overcome successfully. And that's it! Now go back and complete the game with straight "A" grades.



This is it: the final end-of-level boss. And as you'd expect - it's rock-solid!




It's not just about extinguishing fires you know. There's a huge exploration element to Burning Rangers too.




### REVIEW NEXT ISSUE!

Burning Rangers is already available in Japan and we're expecting a finished PAL translation to arrive any day. Sega Europe has an April 26th release scheduled for the long-awaited game, ample time (we hope) for them to sort out the irritating glitching and optimise the game to run properly on PAL Saturns. In any case, we'll have the exclusive review in the next issue of SEGA SATURN MAGAZINE.



There's none of that rendered intro malarkey here. Oh no. Sonic Team have opted for a cool manga-style animated movie instead. Cool.

## WHAT'S THE SCORE

As with Sonic Team's previous Saturn outing - the awesome NiGHTS, completing Burning Rangers is just a small part of what's on offer. For starters, a ranking system is now in place which evaluates the player's progress according to number of civilians rescued, crystals collected, time taken to defeat the boss and fires extinguished. An overall grade is then awarded, with the idea being to return to the game to beat your previous best. We're betting that players who manage to attain straight "A" scores will have various secrets lavished upon them, from extra characters (Sonic perhaps) to more powerful weapons. Who knows? We've also discovered that certain routes, which aren't initially accessible, open up after completing the game for the first time, making for a very different experience second time around.








Left: is the mighty Sonic a secret character in Burning Rangers? Here's how he might look...

| | | | |
|---|---|---|---|
| BY | CAPCOM | | |
| RELEASE | APRIL | PLAYERS | |
| HARDWARE | 4MB | PRICE | £49.99 |
| STYLE | 2D FIGHTING | | |

**A technical revolution in Saturn gaming occurs with this amazing, yet totally unoriginal arcade conversion! Make way for the best coin-op translation in the world ever - it's the RAM-enhanced X- Men vs Street Fighter!**

# X-Men vs Street Fighter




▲ New character Sabretooth's got very very sharp claws.




When you think about it, us arcade-loving Saturn owners enjoy a far superior quality of gaming to our poor PlayStation owning brethren. After all, bar the exclusion of the Namco produce, just about every major Sony title usually appears on the Saturn virtually intact - most of the time, better.. Additionally, the coin-op conversions we get are of a far superior ilk. Compare X-Men or Marvel Super Heroes to the PlayStation versions: there's no comparison. The Saturn versions hose down the Sony games from stratospheric heights. Now Capcom have moved the game on. They've actually upgraded the Saturn to make sure it can continue to bring awesome quality conversions of their games to the Sega machine.







▲ Bison and Magneto: bad guys get to work!

The Saturn now benefits from a three-fold increase in memory thanks to the all-new 4MB RAM cart, which is required for forthcoming Capcom games too (such as Vampire Saviour and maybe even Resident Evil 2). This allows for stupendously fast loading times and far more intense graphics and speeds.

And a game like X-Men vs Street Fighter would not have been possible without this hardware turbocharge. The Saturn had been practically maxed out by Marvel Super Heroes, and more power was needed to make its sequel viable. The big change in this game is the fact








▲ The best 2D visuals on any home console? Yeah!

## LET US GLOAT!

Maybe you were miffed when you saw that Capcom had apparently reneged on their promise to make X-Men vs Street Fighter a Saturn exclusive, announcing a PlayStation version within days of the Saturn launch in Japan. Well, strictly speaking they have kept their word. The PS crowd are getting the cut-down X-Men vs Street Fighter EX, which has some new training modes, but lacks a great deal of character animation plus the all-important ability to switch characters at will (the main feature of the game!). Does the phrase "sell-out" spring to mind?



▲ Note the one energy bar on the PlayStation version - you can't swap characters! Oh dear oh dear...




▲ Storm and Chun-Li - the battle of the fast combo characters is won by the X-Woman.

▲ More Storm action as the mistress of the elements unleashes a vast tornado on a hapless Sabretooth.




▲ You only get Ken's super-fireball if you're in a team super scenario with Ryu. Intriguing eh readers?

that TWICE the amount of characters are held in memory - both players have access to TWO fighting masters, with you able to switch between them at will. The amount of space needed to hold all of this data must be phenomenal. Only with the newly enhanced Saturn can this be done.

But all of this graphical frippery (as Lee Nutter likes to call it) and technical accomplishment counts for nothing if the game behind it is a pile of crapola. Luckily this is not the case. Capcom are the masters of the fighting genre and having established their own characters, they've strengthened their roster with the inclusion of the X-Men. Combine them with the firm's established gameplay and you have an unbeatable three-hit combo that guaranteed to amaze you. Seriously, this is cool stuff. And you can't get better than that can you? >>

## SMELLS LIKE TEAM SPIRIT

The big new addition to X-Men vs Street Fighter is Team Play. You get to choose two characters at the beginning of the game and you can switch between them at will. You can also get both fighters to activate their super-moves simultaneously, resulting in what must be the most amazing sprite- based effects the Saturn has ever seen as the screen explodes in an orgy of pyrotechnical destruction. Awesome stuff.

















▲ A Cyclops/Sabretooth super team strike in full effect!



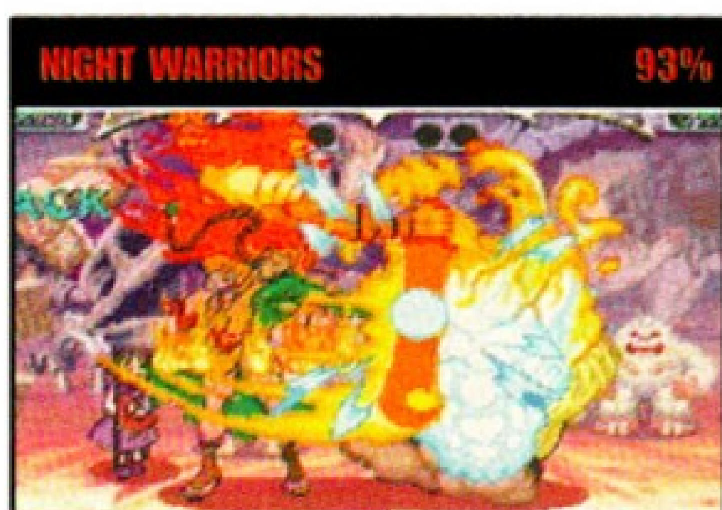

▲ It's a bit weird when Rogue starts kissing the women!




## RANKING THE 2D BRAWLERS

**Pop quiz, asshole. There's a proliferation of 2D fighting games available for the Saturn... all of them (bar one) coming from Capcom. So which one should you get... which one should you get?**

**NIGHT WARRIORS 93%**



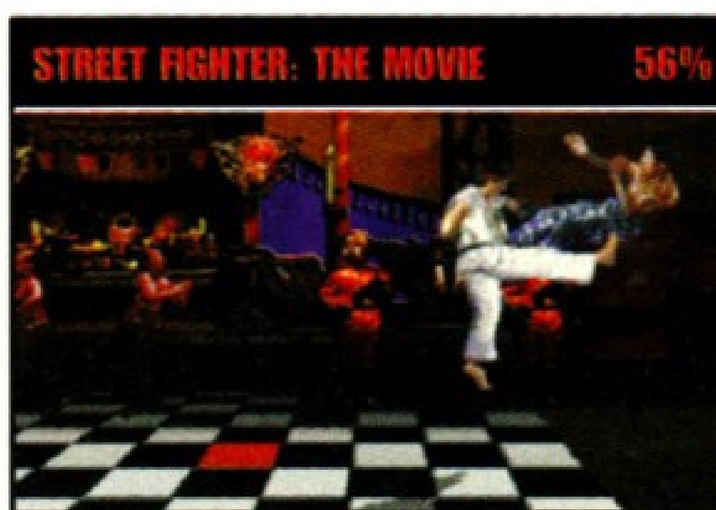
The weirdest Capcom fighting game on the market, this is in a class of its own, although the new Vampire Saviour will surpass it.

**KING OF FIGHTERS 95 89%**




SNK favour technical sophistication. KoF 95 is a classic fighter, but audio-visually, Capcom beat them hands down. Still has a legion of fans.

**STREET FIGHTER: THE MOVIE 56%**



Sheer effrontery on a grand scale. Wooden characters make this one of the poorest efforts we've ever seen. And the game's rubbish too!

**STREET FIGHTER COLLECTION 95%**



Street Fighter Alpha 2 is superseded with the Gold Edition. And you get Super Street Fighter and SSF Turbo 2 as well. Superlative.

**MARVEL SUPER HEROES 95%**

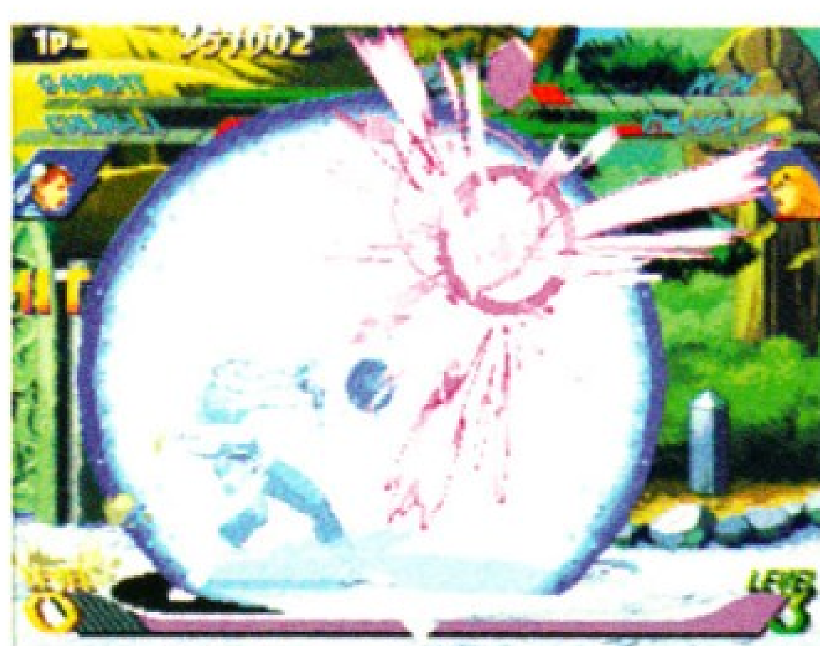


Marvel Super Heroes lacks the power and immediacy of X-Men vs Street Fighter, but it's a better designed game overall.

**X-MEN: CHILDREN OF THE ATOM 92%**



Utterly superb stuff, this lacks the technical sophistication of later Capcom efforts, but the gameplay is all there.


▲ Now that's what you call a super move.


▲ Nice tight costume. She must use


▲ Dhalsim's post vindaloo onslaught.


▲ Gambit gets serious.



▲ Hardcore fighting action: this game is another classic!

There's only a couple of criticisms you can level at X-Men vs Street Fighter. The first is that in terms of imagination and characters, the game isn't really in the same league as the seminal Marvel Super Heroes. There are only a brace of new fighters and the additions made to the others are largely superficial - an odd move here, a new technique there. Capcom made the same mistake on the follow-up, Marvel Super Heroes vs Street Fighter, before putting things right in the all-new Marvel vs Capcom. Another problem is the lack of home system options such as a training mode or survival mode - this is common in other Capcom games so why not here?



Also, because of the game's 2D nature, X-Men vs Street Fighter suffers from the letter-box display and slower gameplay that has blighted every one of Capcom's 2D fighter translations. Of course, we've been advocating 60Hz switches for months now, but even non-converted machines aren't so badly affected this time thanks to the turbo options - just up the game a notch and you're sorted. Lovely.

The thing is, despite the small gripes, X-Men vs Street Fighter just oozes a level of class that no other Saturn game of its ilk can match. The speed of

**[ Gorgeous 2D action and brilliant animation! The all-new 4MB cart is amazing! ]**

## TOP TEAMS

**Some characters in X-Men vs Street Fighter work really together. Others just suck big time. In this little area, we choose our top four teams and print what can only be described as incredible screenshots of them in action!**



**RYU AND CYCLOPS**
Both have very similar moves but whereas Cyclops specialises in range strikes and power, Ryu is the man for the more technical fighting scenarios. A good, balanced attack force.



**WOLVERINE AND SABRETOOTH**
Deadly enemies in the comics, Wolverine and Sabretooth combine extremely well, mixing speed and ferocity (Wolverine) with power and range (Sabretooth). Their supers work well together too...



**CHUN-LI AND GAMBIT**
For the combo masters out there you can't go wrong here. Both Chunners and Gambit are supreme combatants in the area of combination clobberings. Chun-Li in particular is ridiculously powerful...



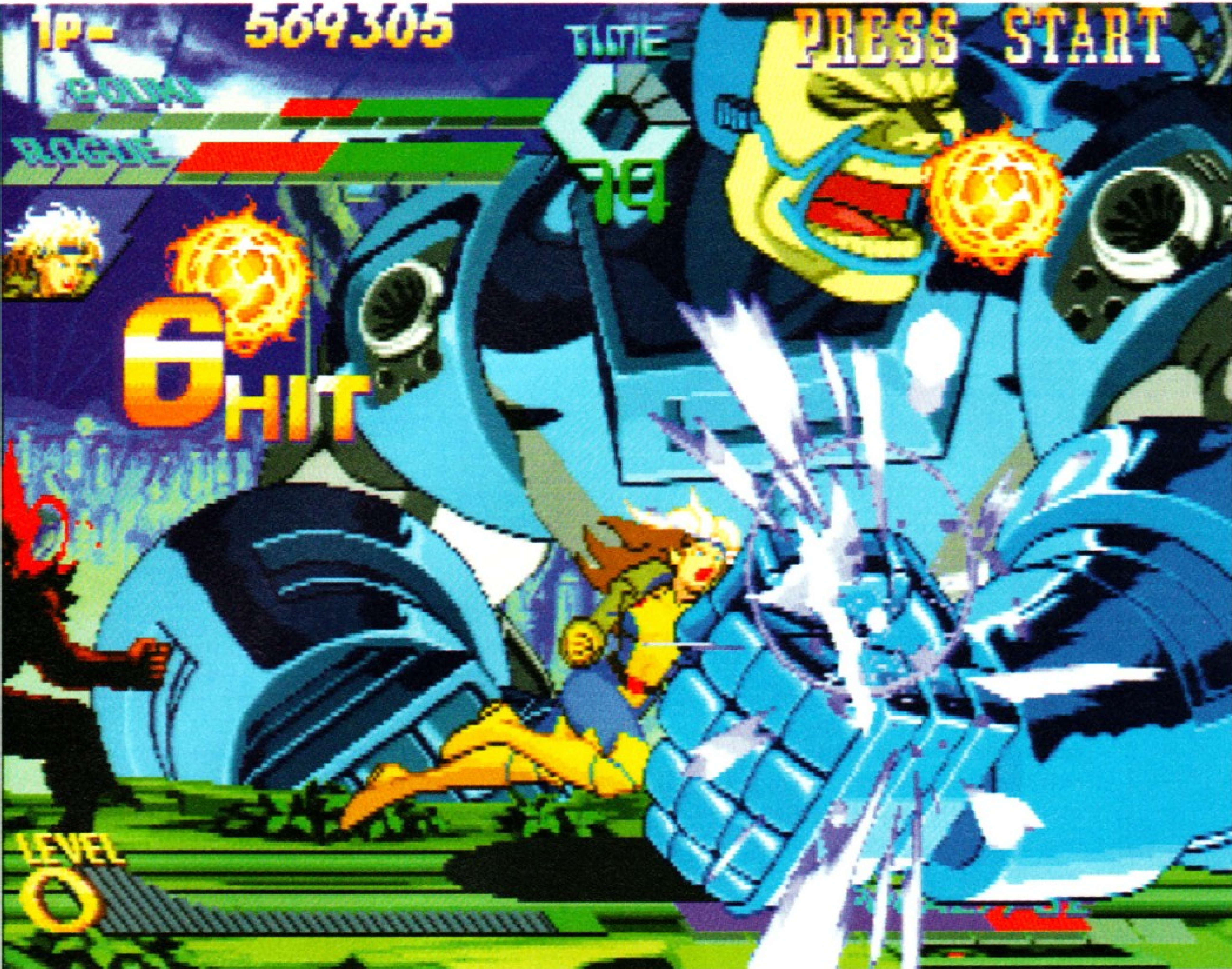
**STORM AND JUGGERNAUT**
These two have hugely different capabilities: Storm's swift and combo-savvy but a tad weak, whereas the unstoppable Juggernaut is cool for some heavy duty ass-kicking of serious proportions...


▲ Much "graphical frippery" on each and every super!



▲ The Street Fighters have jazzed up special moves.






▲ The end boss is the vast Apocalpyse. He's okay, but not a patch on Onslaught in the new Marvel vs Capcom...





▲ The Street Fighters not only benefit from some new moves (such the vertical Yoga Flame above), but they also have extra effects on their basic special moves. Hmmm, it was required when you think about it when you consider the vast sprite-based conflagrations taking place in Marvel Super Heroes and X-Men: Children of the Atom... all of these games MUST be owned, by the way!

loading, the speed and the graphical excesses the 4MB cart adds make this a game that just can't be beaten. It is quite possibly the closest arcade conversion I've ever seen (maybe bar DieHard Arcade and Athlete Kings which actually run on Saturn hardware but even then...). I honestly don't think that any one is going to be upset by this particular title.



The release of X-Men vs Street Fighter vindicates the power of the Saturn - no other home machine currently available has the prowess for bringing the latest 2D coin-ops home, certainly not in a manner quite as spectacular as this. It's only a shame that Capcom didn't elect to make Marvel Super Heroes the first title to use the new hardware - a truly coin-op version of that game would be a dream come true. For me at least.

But everyone should look at X-Men vs Street Fighter and feel confident about the future - particularly if you're a Capcom fan. The bottom line is that there's nothing like this... and with titles such as Marvel vs Capcom and Vampire Saviour in the wings, you've really got to get this game if only for the 4MB cart.

In conclusion then, I think we can safely say that Capcom have done it again... only this time the translation is of such an incredible quality that I would urge everyone (regardless of their feelings towards Capcom fighting games) to at least check the game out. And prepare to be amazed!

**RICH LEADBETTER**







| | | |
|---|---|---|
| **GRAPHICS** | All the animation, all the speed, no slowdown to speak of - this is truly the closest arcade conversion you've ever seen. | 95% |
| **SOUND** | A range of tunes, one for each of the characters, along with satisfying high-quality crunching effects for impact. | 89% |
| **PLAYABILITY** | Conceptually, the game isn't as cool as Marvel, but the execution is just brilliant. It's EXACTLY like the coin-op! | 94% |
| **LASTABILITY** | The one-player mode is too easy, but it's in combo mastery and multiplayer mode where this game provides its value. | 92% |

**OVERALL**

Quite simply the closest, most powerful arcade conversion the Saturn has ever seen! Witness this game and tremble!

**94%**

▼ About 40 seconds of constant button-pressing is needed in the speed skating. Build up those wrist muscles...



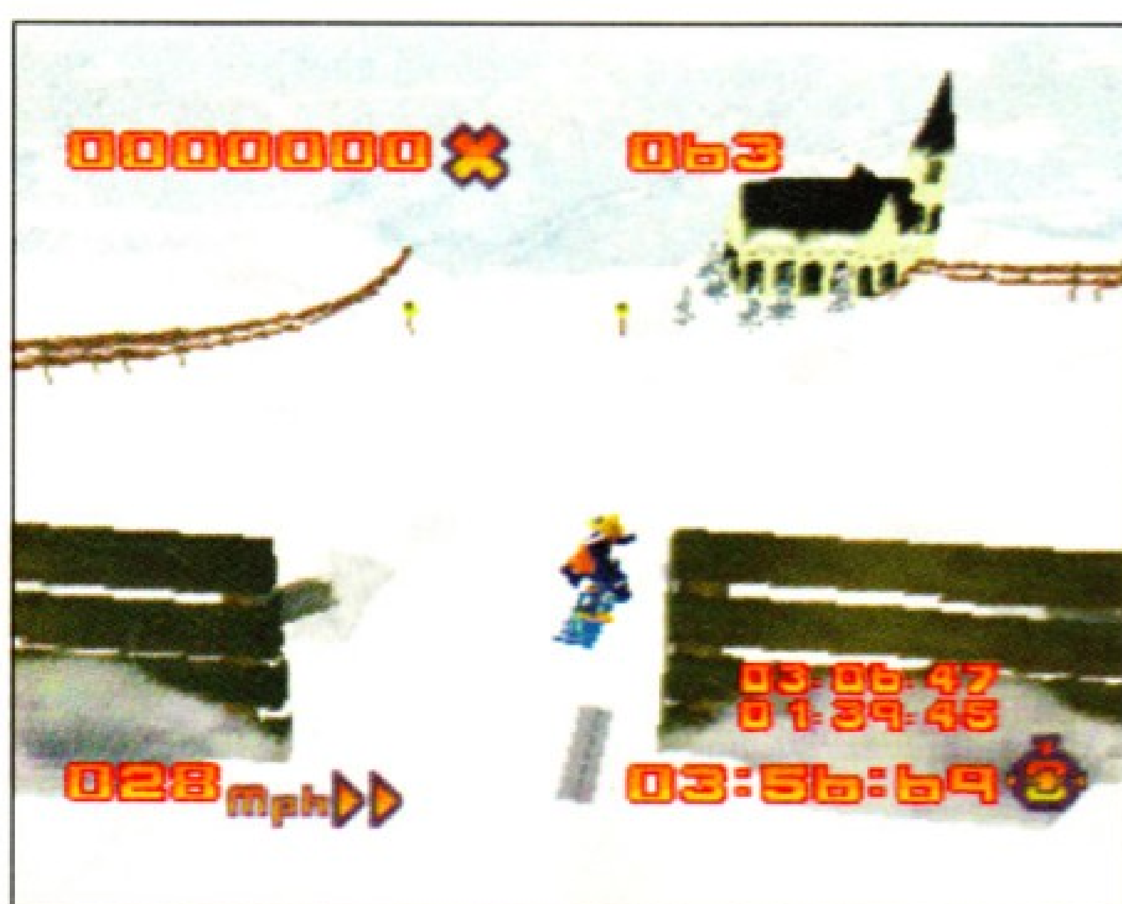
| BY | SILICON DREAMS |
| --- | --- |
| RELEASE | APRIL |
| PLAYERS | |
| HARDWARE | |
| PRICE | £39.99 |
| STYLE | SPORTS |

What the..?! Where did this come from? We only revealed it last month and now we've been sent a finished review copy! The last European third-party Saturn developers unleash Chill onto an unsuspecting public...

# Chill



For no obvious reason, players have to parachute down to the ground at the end of the first course.



Yeah, it looks pretty good here, but the game can be pretty glitchy, especially in the two-player mode.





By all accounts, the coders at Silicon Dreams are a great bunch of blokes. They even share our love of listening to Mark 'n' Lard in the afternoon, but unlike us, they can actually work at the same time, because they currently have two great-looking Saturn games lined-up for release in the next few months. There's a showcase on the amazing World League Soccer '98 elsewhere in the magazine, and this issue we also received a review copy of their cool snowboarding title, Chill.

Let's dive straight into the review by taking a look at the game's most obvious feature - the visuals. Now some parts are quite good - the characters all look okay, some of the courses are well designed (and absolutely huge), and the glacier track which winds around a cliff looks quite spectacular. Unfortunately some of the sprites laid over the these backgrounds are pretty shoddy. Yes 'pine trees', I'm talking about you. Sorry to be picky, but these green lo-res triangles that represent the trees are particularly awful, and I'm sure I remember my childhood hero, Peter Duncan, making something very similar out of cornflake boxes on Blue Peter back in the early 1980s. Only his were a bit more realistic.

Sticking with letdowns, the one-player game doesn't feature any other racers - it's just you against the clock. Now while this was just about acceptable in Steep Slope Sliders, thanks to the huge number of easy-to-execute stunts, the more serious and realistic gameplay of Chill suffers somewhat from this lack of opponents to race against. But wait, what's this? There's a handy 'ghost racer' option, which lets players race against a phantom character who recreates their best performance. However, this race-against-the-clock gameplay starts to get just a tad

[ Chill isn't **that bad,** but it's definitely second-best when compared to **Steep Slope** ]





## THE BIG QUESTION

So, is Chill as good as Steep Slope Sliders then? That's the £44.99 question, and it's a pretty tough one. For starters, Chill is a very different experience compared to Sega's offering. The courses are much longer and wider, the gameplay and control takes much longer to get to grips with and the more realistic gameplay puts a stop to Steep Slope-style stunt performances. Chill does become slightly more bearable after a while, but it's more like Steep Slope Sliders *lite*, and not up to Steep Slope's standards.









The PAL conversion is good - virtually non-existent borders and a half-decent update.



dull after a while and without the over-the-top stunt action of Steep Slope, Chill's entertainment value remains fairly low.

The two-player mode is a bit more entertaining, but only just, as the glitching seems to increase with the addition of a fellow boarder. Also, the novelty of being able to choose either a horizontal or vertical display only lasts for about five minutes, or as long as it takes the players to realise that the horizontal mode is virtually unplayable, thanks to the ridiculously steep camera angle which constantly stares down at the track a few metres in front of the racer. And there's one other thing that's guaranteed to annoy players in a race game - coming to a complete stop when hitting a wall or an obstacle. Okay, so it might not be particularly realistic, but bouncing off walls and continuing at the same speed is a godsend in most racers. Unfortunately, Chill's collision detection is firmly rooted in the stop-dead, fall over, get up again and continue school of racing. Pretty annoying I'm afraid.




The physics of the game are rather questionable too. While Chill represents a more realistic approach to snowboarding games, this is all pissed away during the 'half pipe' section of the winter sports track. Boarders approach the edges of the course at a reasonable speed, but then fly into the air at twice the speed, launching themselves huge distances into the stratosphere! Anyone who's played the half pipe course in Steep Slope Sliders will start sniggering in disgust by this point, and rightly so.

This review has been pretty negative so far, which isn't really fair on Chill. It's just that like any driving game, which has to follow in the footsteps of the awesome Sega Rally, Chill was never really going to challenge Steep Slope Sliders for the tip-top snowboarding crown. If you found Steep Slope's over-the-top stunts and lack of realism a real pain, maybe the more realistic Chill might be more to your liking, but for most punters, Steep Slope Sliders is still the number one snowboarding game of choice.

**GARY CUTLACK**

## FIRST IMPRESSIONS LAST

We've all been playing Steep Slope Sliders loads, which is probably the biggest problem for Chill as its controls are totally different. Most people who picked up the pad for a quick downhill dash were disappointed that the game lacked the instant appeal and playability of Steep Slope. The problem is that the racers are extra-sensitive, leading to much frustrating zig-zagging across tracks. However, perseverance (and an analogue pad) helps a great deal, and the game does play slightly better once you've got to grips with the controls.






▲ Phew. After hours of playing, I finally figured out how to do a few tricks. It's much harder than in Steep Slope Sliders as players are required to hold down the jump button, release it, then press a combination of other buttons to grab the board, spin or somersault. It's hardly the toughest thing in the world, but it lacks the ease and fluidity that was found in Steep Slope Sliders.




▲ Basically, it's like Steep Slope, only not as good.

| | | |
|---|---|---|
| **GRAPHICS** | Decent in some places, poor in others. The phrase 'mish-mash' seems strangely relevant to Chill's curious mix of graphic styles. | 76% |
| **SOUND** | Some really great acid and big beat tunes and despite the cheesy rap intro, the rest of the presentation is great too. | 90% |
| **PLAYABILITY** | Initially a nightmare to control thanks to the super-sensitive controls, but plenty of practise pays off in the end. | 77% |
| **LASTABILITY** | Not as many tracks or racers as there are in Steep Slope, but the five tricky tracks are absolutely massive. | 80% |

**OVERALL**

Chill is more realistic, but lacks vital thrills 'n' spills as a result. Steep Slope Sliders still rules the snowboarding roost.

**80%**

▼ The slalom section of the winter sports track is the most enjoyable part. But that's not saying much.



| BY | TEAM ANDROMEDA | |
|---|---|---|
| RELEASE | APRIL | PLAYERS |
| HARDWARE | PRICE £49.99 | |
| | STYLE ACTION RPG | |

**The single most beautiful adventure you're ever likely to see for the UK Saturn, Panzer Dragoon Saga astounds from the word go! It's unbelievable! Could we already be witnessing the game of the year?**



▲ Look. You really need to buy this game, you know.



▲ Amazing graphics: a Panzer hallmark!

# Panzer Dragoon Saga

It's a sad fact of videogaming life that some games are rushed to the shops. It's perhaps an even sadder fact that a fair few Saturn titles are rushed because some people see the machine as having a very short life-span. Some titles aren't duly affected by the short development span (eg Sonic R), others clearly are (witness the SWWS 98 speech debacle). But when a class videogame finally appears that the development team are fully happy with, you know that you're getting the Finished Article. And when it's a superior coding team doing the business, you know that Something Special this way comes.

Such is the case with Panzer Dragoon Saga. This game has been in development for years - ever since the coding conclusion of Panzer Zwei actually. But playing this game, it's clear that this is the Finished Article - a game that gleams under the vast amounts

**[ Andromeda's epic adventure astounds and entertains from start to finish! ]**

1 

2 

▲ The cut-scenes in the game are just astounding...

3 

4 

▲ This is the dragon-induced destruction of a base!



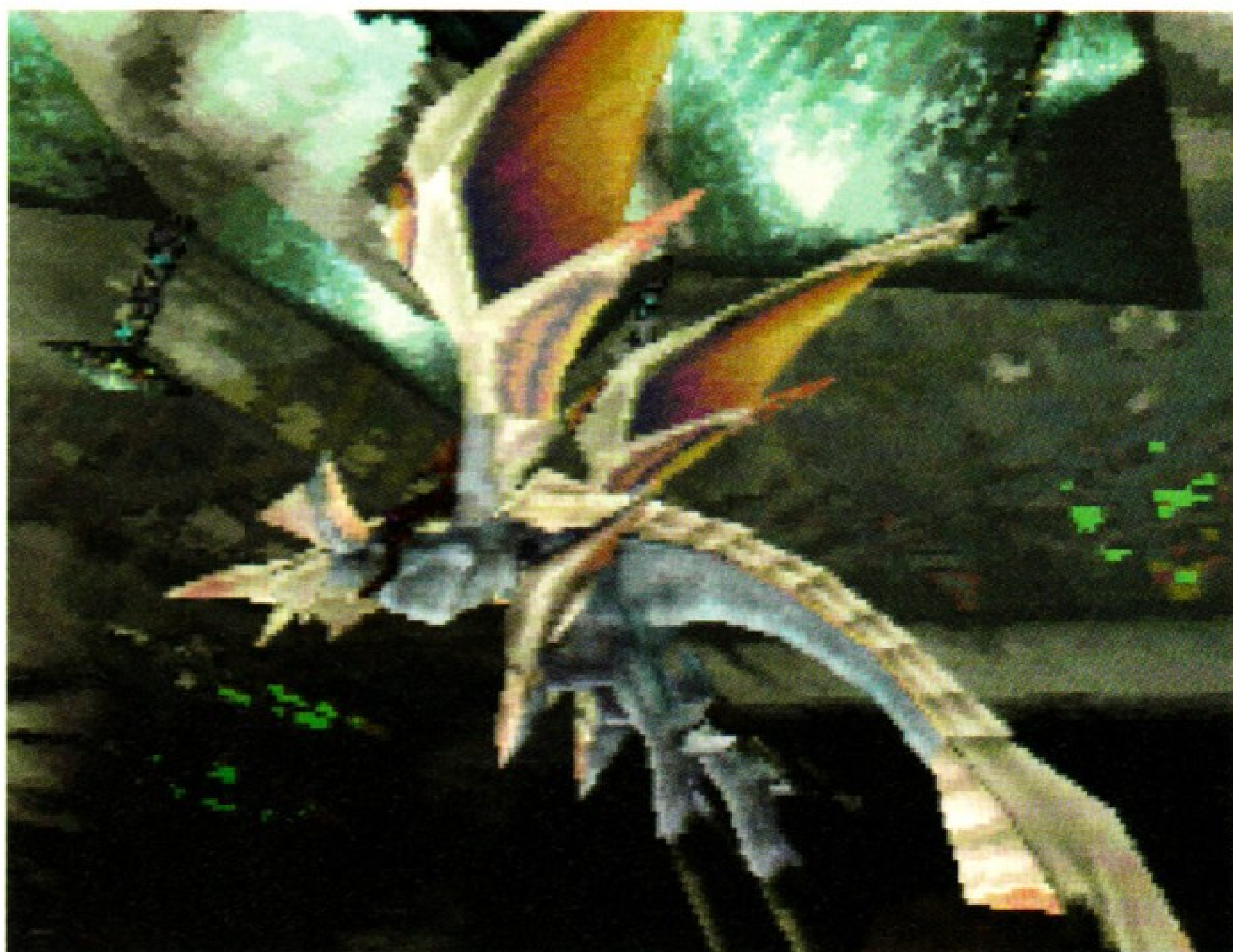
## AWESOME GRAPHICAL CAPABILITIES

Think the Saturn can't match the graphical excesses of N64 and PlayStation? You'd better think again. Team Andromeda have a history of pulling tricks with the Saturn hardware that even the mighty AM departments can't match. Well the lads have done good once again with Panzer Dragoon Saga.

Every area in the game benefits from some of the most stunning visual effects the Sega Saturn has ever witnessed. This alone is worth the price of admission, but coupled with one of the most compelling gameplay experiences the Saturn has ever seen, it makes Panzer Dragoon Saga completely unmissable!

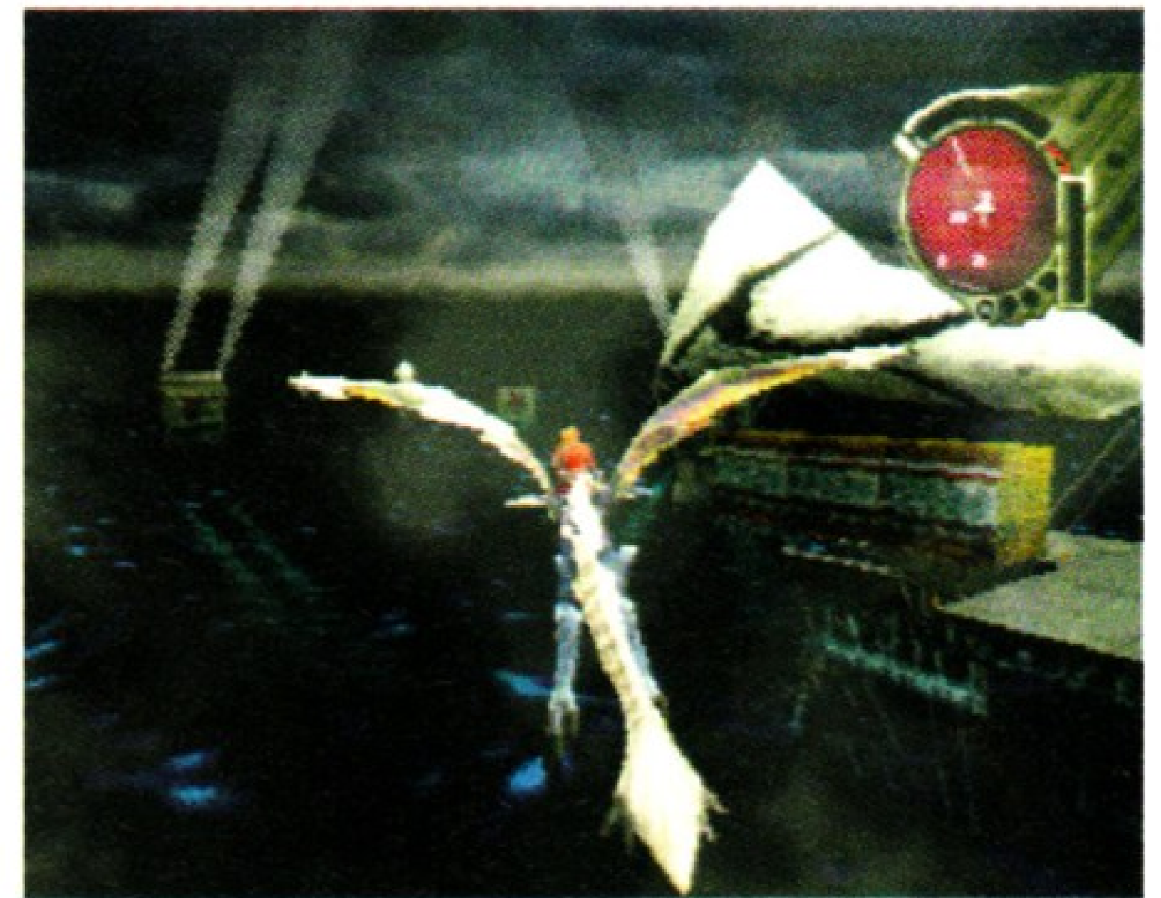






▲ Taking down behemoth enemy craft becomes a matter of routine in this stunning game!





## METAMORPHOSIS

One of the more interesting things you can do with your dragon is alter its very genetic make-up, allowing to exaggerate certain characteristics. On this screen it's possible to increase speed, defence and attacking prowess. However, increasing one attribute decreases another, so for example pushing up your attacking capabilities reduces your defending powers. It's all swings and roundabouts, but there are certain advantages to switching attributes in certain situations. For example, ramping up the defense against a tough boss is a wise move. One thing to note is that the berserker spells you have access to change according to the configuration of your dragon - a nice touch.

of polish and attention Team Andromeda have given it. It's a monumental effort, a work of art, and quite clearly a labour of love.

Games like Grandia and Final Fantasy VII have taken role-playing games out of the crappy graphics ghetto, but I guarantee you that nothing will prepare you for the effects you'll witness in Panzer Dragoon Saga. Andromeda have looked at the tech specs for the Saturn and discarded them, overcoming any and all graphical limitations the Sega machine might have in their own inimitable ways.



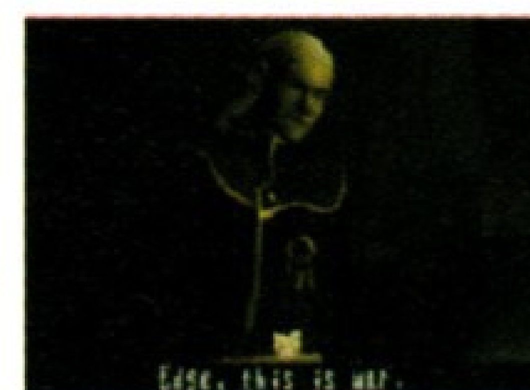





Graphically speaking, Andromeda were always the greatest. With Panzer Saga, the team have taken their craft to its ultimate conclusion with the greatest visuals the Saturn has ever seen. Graphically speaking, things look cool when you start the game, but when it comes to the wonders seen from the second CD onwards, it's clear that it's in a class all of its own. You saw the pics in the showcases we've produced over the last two issues - well, check out these babies on this review!

Andromeda have taken a novel approach to gameplay as well. The dragon sections of the game are >>



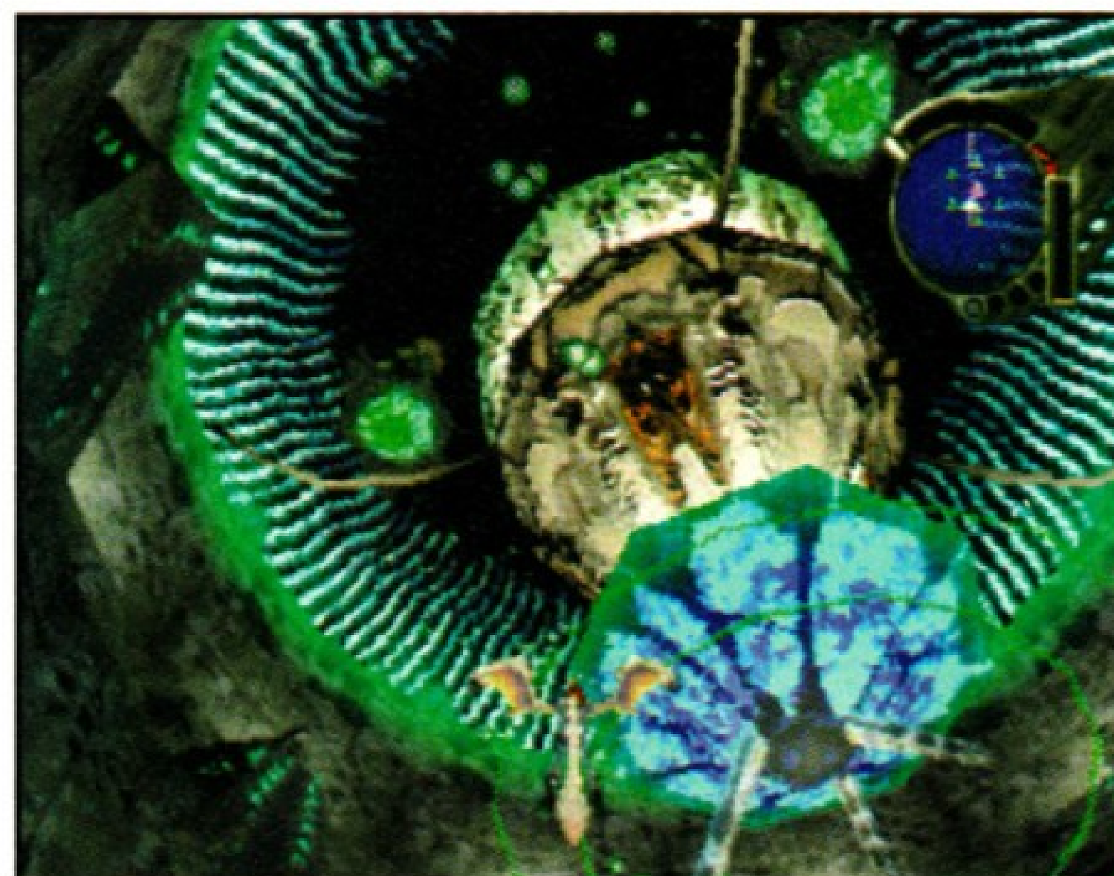





▲ The FMV story sections are absolutely riveting.

## A MATTER OF LOGIC

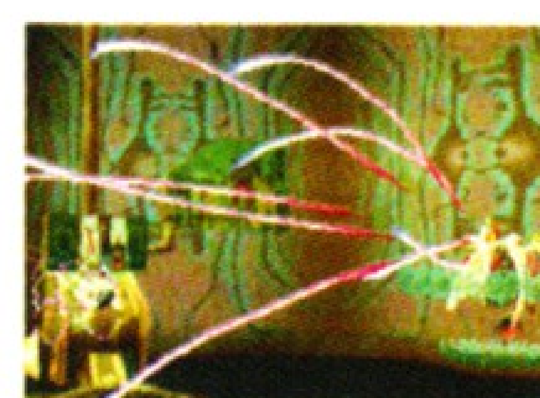
The field sections of Panzer Dragoon Saga are very similar in look and feel to previous Panzer epics. The big difference is that the shooting is kept to a minimum, with more logic based puzzle solving taking place instead of rampant shooting. Combat occurs pretty randomly where you're instantly teleported to the fight scenes (see the Battle Royale box). The other main differences of Panzers past is the ability for you to move anywhere in three dimensions, as opposed to the old "on-rails" gameplay seen before. These sections of the game are where the majority of the game takes place.











>> where the most work is done, with exploration and simple logic puzzles the order of the day. The lock-on system used for blasting multiple meanies in previous Panzers is here used to check out objects and enter new areas. Perhaps the only criticism of the game is that these sections are fairly easy to complete - you won't need a genius intellect to overcome the puzzles. No, it's the combat that causes the most worries.

The combat system is cool. It's turns-based as in the Shining games and Grandia, but with big modifications. Your dragon is the most powerful thing in the land, but it's how you decide to use its power (and the many artifacts on offer) that determines success. Can you achieve an "Excellent!" rank against all the creatures in the game? That's the challenge. There's even an in-game display allowing you to review your performance against every type of creature in the game you've faced!

And that includes bosses.

Ah yes, the bosses. As Panzer fans should know, Team Andromeda are capable of producing bosses like no other... and they haven't let their fans down - this huge game is packed with them, and none of them are disappointing. The cool thing about them is that they all have a big weakness. Some are easy to locate, others require a bit more cunning. Massive pitched fights take place, but there's nothing more satisfying than learning how to dodge its attacks and exploiting its weak area. The Sniper customisation for your gun inflicts critical damage on these areas,

**[ The last Saturn Panzer is amazing - It simply must be bought immediately! ]**

## BATTLE ROYALE!

The Panzer fighting system is turns-based, just like Grandia and the Shining series. Typically you take your shot and then the enemies take theirs (although some meanies are faster or slower than you, meaning you get in more or less hits). You're able to flank around the enemy (typically you take more damage from behind or in front), and use artifacts such as shields and poison cures. But what attacks are available? Here's what exactly.

### 1. SHOT
The laser pistol carried by Edge is best for targeting a specific enemy or a certain weak spot on a boss. You can customise it with three-way fire, sniper add-ons and other power-ups.

### 2. LOCK-ON
The dragoon automatically locks on to several targets and fires concussive missiles. This is great for all-round damage, not so cool when individual targeting's required.

### 3. BERSERKER
A vast amount of different berserker effects can be selected - aggressive, defensive, agility and healing - all look spectacular, all (bar the healing) inflict huge damage.



▲ Concentrate fire on weak areas.

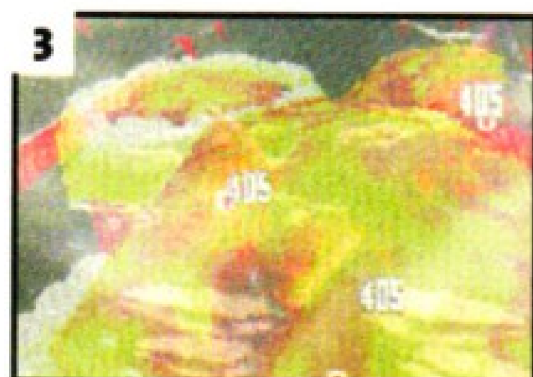


▲ Here we're smashing up a reactor.

1



3



2





## CAN YOU BE THE BOSSES? NO

The Panzer Dragoon series has always been rightly applauded for its incredible series of bosses. Never once have Team Andromeda disappointed with a poorly designed, crappy old end-of-level critter. Oh no. The good news is that Saga's efforts are not only superior to all that have come before, but there is also tons more of them spread across Panzer's stunning four CDs! Don't believe us? Check out these enormous bastards!





and it's a great feeling to watch the boss energy bar plummet before the inevitable spectacular explosion as the big guys bite the dust.

The only problem I really have with combat is that it's too difficult to die. True, getting the "Excellent" ranks is the real test, but for gamers just ploughing on through the game, it's clear that this area of the game won't cause too many problems.

Another area of consternation was the speed in which I completed the first two CDs of the game. Disc One took me a morning, and I reckon that the second CD would probably last the rest of the day. But trust me, this is because they merely set the stage for what happens in the concluding half of the game. Disc Three is far more challenging and a departure from what went on before - this disc is 70% combat as Edge and his dragon take on the entirety of the evil Imperial Fleet. You're guaranteed spectacle on a grand scale as your steed acquires more experience and more powerful berserker attacks. As for the concluding disc... well, let's leave something to surprise you.

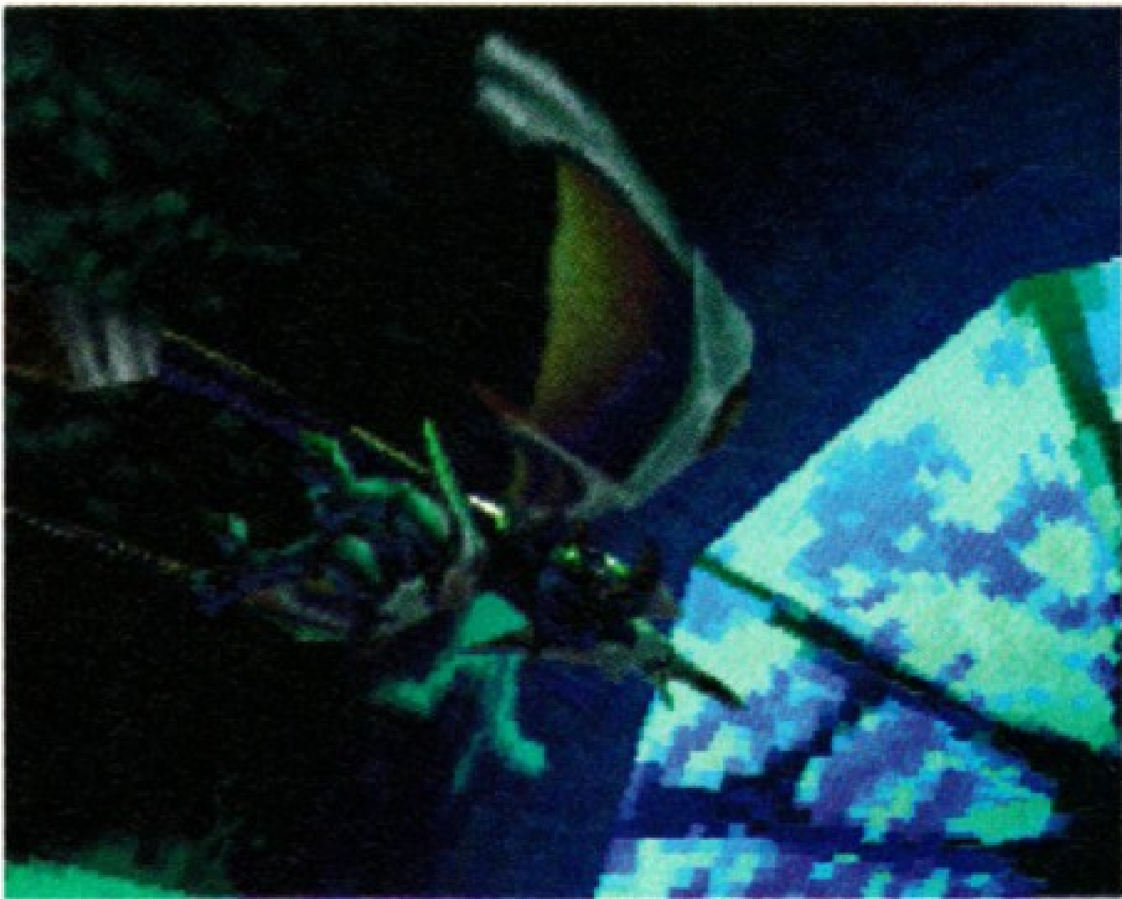
SEGA SATURN MAGAZINE is probably the last magazine to review this game, but we're also the first to test out the English language version. It's all very well rating an import title like Grandia which is unlikely to ever get a translation, but unless you can read Japanese, you're missing out on a vast amount that Panzer Saga has to offer. I blundered through to the mid-point of CD3 not knowing what most of my objects did and what weapons power-ups were available. The plot was also pretty much incomprehensible. That being the case, I'm glad I waited on this particular review, because having played both versions extensively, I know I missed out on a hell of a lot of the game's enjoyment when playing the import game. Those who've waited for the official version are in for a real treat.

The bottom line is that this game is very special. It's just wonderful in every conceivable sense, and I already believe that this is going to be the best Saturn title of 1998... and it's only March!

**RICH LEADBETTER**



▲ Take down a vast ship, blasting it inside and out!



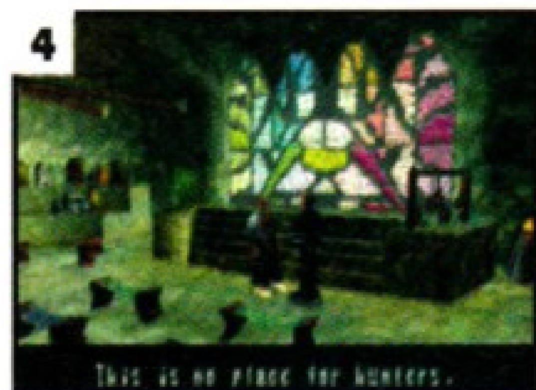
## ON THE EDGE

One tiny disappointment about the game is the fact that Edge and the dragoon are very much one entity. The one area of the game where this isn't true is in the town sections where Edge is on his own.Although these parts of Panzer Dragoon Saga look absolutely spectacular, it's basically an excuse for more story exposition and powering up your steed for the next part of the adventure.

1


2


3


4


## SO MUCH IN IT!

In the last two issues of SEGA SATURN MAGAZINE, we've revealed the wonders seen in the first two discs of Panzer Dragoon Saga (which covered 14 pages of this fine publication in total). Well, on this four page review we can certify 100% that every shot comes from the stunning third CD. We've never shown even one pic from Disc Four! So not only is Panzer Dragoon Saga incredible to look at (and indeed play), it's vast as well.

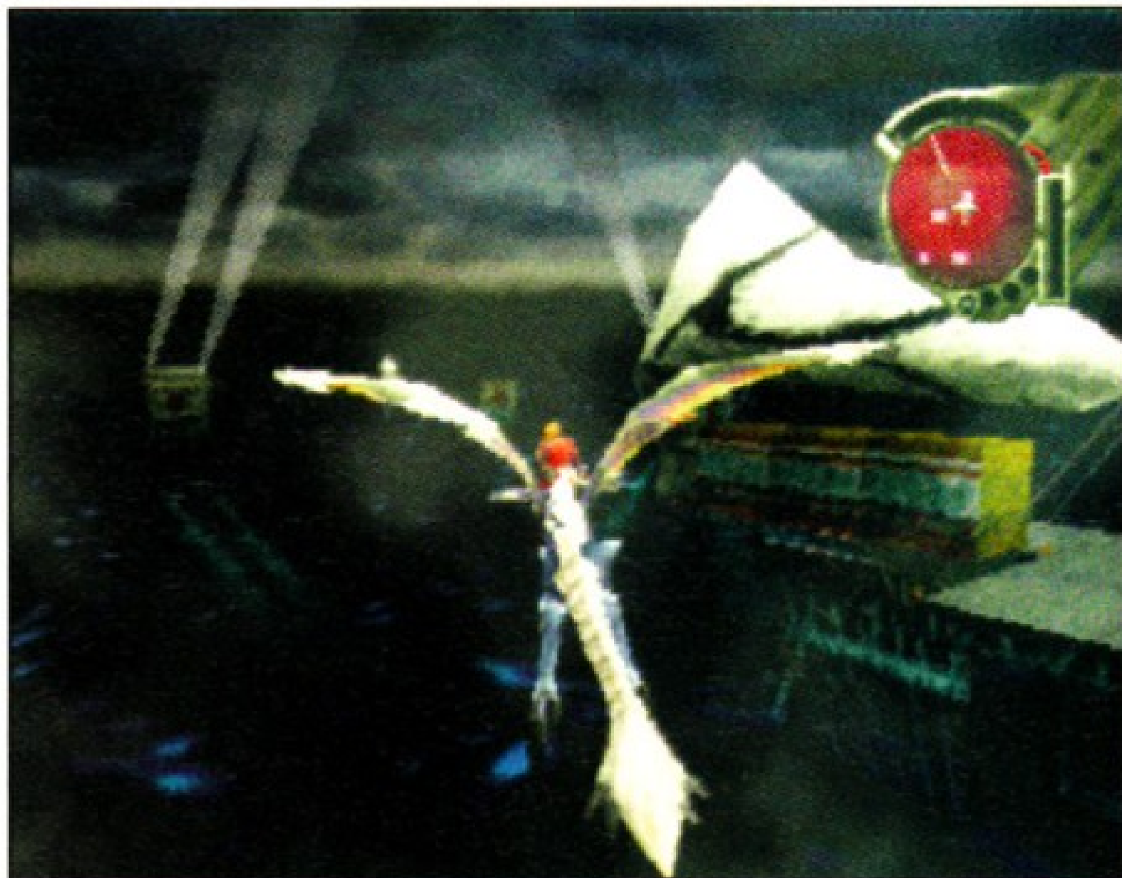
| | | |
|---|---|---|
| **GRAPHICS** | It starts out looking absolutely stunning... it believe us, it just gets better and better as the game progresses. Astounding. | 98% |
| **SOUND** | Brilliant sound effects coupled with chip-generated music that creates a brilliant atmosphere. Rather excellent all-round. | 95% |
| **PLAYABILITY** | Every aspect of playability has been tweaked and refined to near-perfection. Even action fans should dig this. | 97% |
| **LASTABILITY** | Once it's over there's little to get you back, but the ride while it lasts (which is a fair old time) you'll be utterly mesmerised. | 92% |

**OVERALL**

Quite simply the best looking, best playing adventure UK Saturn owners will ever experience. Buy it or consider yourself foolish.

**96%**

▼ Notice the reflected searchlights in the water, the translucent fog effects... Panzer Saga is just stunning.



推奨年齢

## Matters Of

# Import

全年齢

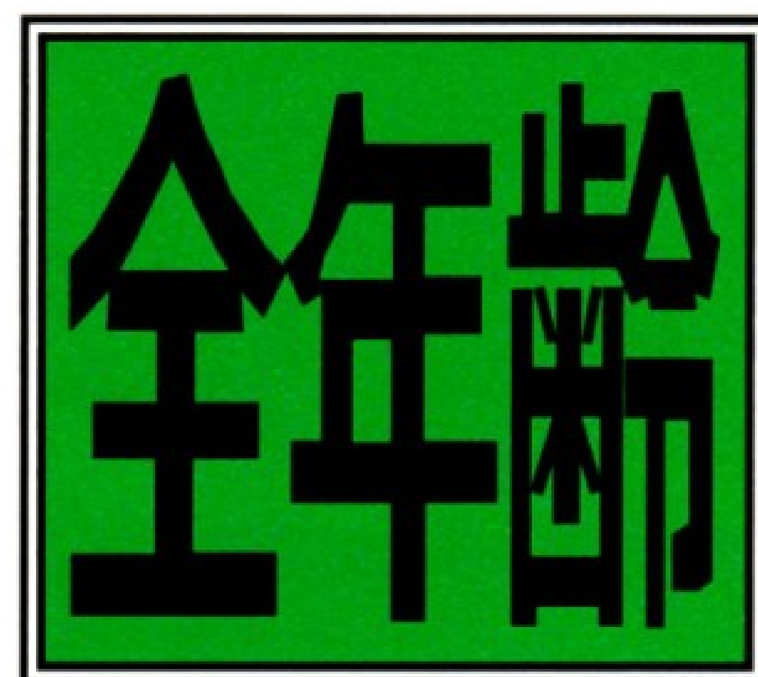
**Sega make the best games in the world... or the best games in Japan, anyway. This issue, SEGA SATURN MAGAZINE takes a look at the coolest titles that will NEVER be released over here, as we dive into the groovy world of import games...**

## Grandia

It's been years coming, but Grandia has finally surfaced in Japan. Hailed as the best role-playing game in the world ever, it combines incredible 3D visuals with a strong exploration element, brilliant character progression and an excellent, humourous plot. It's also a bloody massive adventure with ruckloads of gameplay for your money. And despite negotiations continuing between GameArts and Sega, an English translation of the game looks like remaining a dream.

This is a nightmare for Saturn owners, because if there is one game that has the potential for out-quaffing Sony's Final Fantasy VII, it is the stunning work of art that is Grandia. I've been playing the game for a few weeks now and I have yet to be disappointed with what this title offers. The sheer amount of things to do is frankly astounding, the 3D engine superlative throughout, the gameplay to die for. It truly is one of the greatest adventure games of all-time. But the lack of English language makes the game difficult to get to grips with for the average RPG fan. But SEGA SATURN MAGAZINE still recommends purchase of Grandia, regardless.

It's one of those games that every serious player should experience because it is literally two CDs packed with joy and wonderment. It's the attention to detail that makes this game so special from tiny movements taking place in the background objects through to the full splendour of the set-pieces and the Skywalker Sound sourced stereo effects. It truly is a joyous experience.





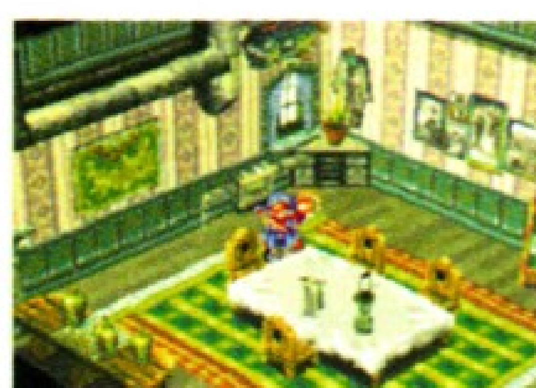
The problems with the language are limited pretty much to being told where to go and who to talk to at what times. That's where our lovely walkthrough guide starting this issue comes in. Buy the game in confidence, knowing full well that where your lack of Japanese language lets you down, SSM will be there to tell you what's what! Truly, this is one of the games that your Saturn was made for.





▲ Listen Sega, how hard can it be to translate the text?

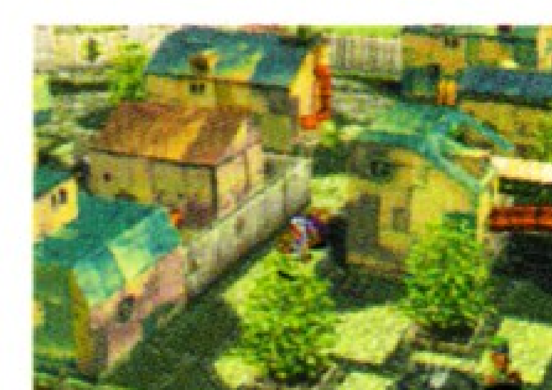






▲ Grandia lives up to its pre-release hype, which just...





...makes the decision not to translate it even more puzzling.



▲ The game camera can rotate 360 degrees. Amazing.

| | |
|---|---|
| GRAPHICS | 97% |
| SOUND | 96% |
| PLAYABILITY | 97% |
| LASTABILITY | 95% |

**OVERALL**

The best adventure game you can get on the Saturn. Grandia astounds, delights and amazes from start to finish.

**97%**

# Dead Or Alive

When we put Dead or Alive on the cover of issue 26, we were hoping Sega would bag the license for the game and release it here officially. But they didn't. We're still not too sure why, as the incredible hi-res visuals put Dead or Alive right up there with Saturn VF2, and most of us are still trying to decide if Dead or Alive's gorgeous fighters actually look better than the VF2 contestants.

To be honest, they probably lack some of the individual character of the seminal VF2 fighters, but what they lack in character, they more than make up for in bounce! Yup, if you remember one fact about Dead or Alive in ten years time it won't be the excellent backgrounds, it won't be the moves, it won't even be the lovely hi-res fighters - it'll be the bosoms!

Our older readers (or indeed our female readers) who have experienced the delights of women's breasts in real life, may be slightly confused by the way these puppies move - they wobble up and down like jellies and seem to operate totally independently to the rest of the girl's body, but even so, there's a strange fascination that sees sweating hordes of male EMAP employees gather around the TV to watch.

But of course, we're only watching to gather essential playing tips, as the gameplay in Dead or Alive is just as impressive as the bouncy graphics. The game uses a unique blocking technique - the block button usually causes your fighter to parry the incoming blow (Bruce Lee-style), which creates many more counter-attack possibilities than the traditional hand-over-face blocking move. It's actually a very good system, and different enough from VF2 to entertain hardened beat 'em up fans.

So as you can tell, we like Dead or Alive. And with this being a beat 'em up, there are hardly any language problems for English players either - the option screens are mostly in English, and those that aren't can be pretty easily deciphered. So is it as good as VF2? Well, you'd better get your arse down to an import shop and see for yourself...













▲ **Dead or Alive matches up to the awesome AM2 games!**







Let's be honest. Let's put our cards on the table. Let's put all of our eggs in one basket and our balls on the line - Sega's UK release schedule is starting to look a bit on the empty side, with some outstanding games destined to remain on the shores of the Land of the Rising Sun, never to be released officially over here. That being the case, the only option available to the hardcore gamer is to get yo' sorry ass down to the importers to check out these games. Remember, you must have your Saturn converted before it's able to run American or Japanese software, but once it has been switched, an incredible new dimension of gaming excellence awaits...

| | |
|---|---|
| GRAPHICS | 96% |
| SOUND | 93% |
| PLAYABILITY | 94% |
| LASTABILITY | 95% |

**OVERALL**

An incredible beat 'em up both technically and visually, even getting close to beating Sega's own-brand VF games.

**94%**

# Metal Slug







Don't worry, this isn't a Japanese gardening simulation where players have to fight giant robotic insects and protect the Lettuce of Power - it's actually the Saturn conversion of SNK's excellent 2D military arcade blaster Metal Slug. And what an awesome conversion it is too - Metal Slug was one of the first games to use SNK's one-megabyte RAM cartridge, and boy, when both characters are on screen and fully powered-up, Metal Slug is truly an incredible 2D feat that only Sega's machine could handle.

It's the attention to detail that makes Metal Slug so impressive. When enemy troops are killed, they don't just disappear - some of them explode in a shower of guts, some are blown out of the screen and some poor grunts run around with their heads on fire! Heh, heh. The backgrounds are just as detailed too. Platforms collapse, buildings crumble, hostages beg to be rescued and the explosions, well, let's just say that they're pretty bloody good too.

The gameplay is standard-issue stuff really, but the over-the-top action and incredible weaponry makes playing Metal Slug a real blast, and after all, these kinds of action-packed blasters are the staple of amusement arcades around the whole world, so surely they must be doing something right.

The only problem we've located is with the lastability. The levels can be played in any order, and even though they're all pretty huge exercises, it probably won't be more than a few days before most players will have the game comprehensibly 'licked', although playing Metal Slug remains one of those experiences you'll be telling your grandchildren about in years to come.

If you buy the game from an importer, the RAM cart will be included with the game, so don't worry about extra cost and hassle. Language problems? Nope. Being an arcade game in the first place, Metal Slug is pretty light on the text and dialogue side. There are very few games that are honestly 'arcade perfect' - Metal Slug is one of them, so buy with confidence all you platform shoot 'em up lovers.











▲ The attention to detail really is amazing. Look!











▲ Metal Slug is the game for which the phrase 'full-on'...

... was invented. And there's a sequel on the way too!




| | |
|---|---|
| GRAPHICS | 94% |
| SOUND | 92% |
| PLAYABILITY | 94% |
| LASTABILITY | 88% |

**OVERALL**

Quite simply one of the best 2D blasters we've ever seen. It won't take long to finish though, but it's amazing while it lasts and there's always that high score to beat...

**92%**

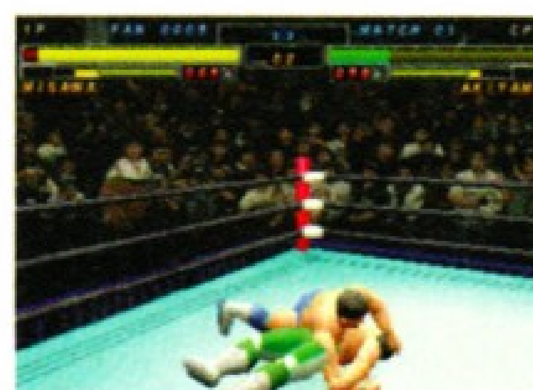
# All-Japan Pro Wrestling

It's wrestling Jim, but not as we know it. You see, Sega have this knack of making ace fighting games, but wrestling games are traditionally rubbish. These two facts set up a typically cheesy WWF-style battle of Good versus Evil, and you'll be pleased to hear that Good triumphs in this case - All-Japan Pro is a classic wrestling game.

There are loads of lardy Japanese wrestlers to fight with, along with star turns Wolf and Jeffry





from VF, but I expect you already knew that. What you probably don't know, however, is how good the game looks when you see it running. So I'll tell you -it looks great. The fighters are all hi-res and glitch-free, and thanks to Sega's licensing deal with the All Japan Wrestling Federation, real representations of the Japanese 'superstar' wrestlers have been included.

These pant-clad blokes fight in a very original manner. They all have a few basic kicks and punch-









es, but it's the grappling element that's important here, as all of the best and most damaging moves start off with a good, firm cuddle. From this position moves like throws, headlocks, arm-locks and leg-locks can be performed, but it's the more complicated throw-him-against-the-ropes-and-smack-him-when-he-comes-back action that makes All-Japan Pro such a laugh.

This variety of moves is probably the game's best feature - learning to perform some of the cooler set-pieces is essential, and the crowd-pleasing special moves really give All Japan Pro a very enjoyable knockabout feel. But as with all of Sega's fighting games, there's also a huge amount of depth and complex techniques for the more dedicated combatant.




The game comes with a huge list of moves for all the characters, conveniently written in Japanese, and there's also a fair amount of Japanese speech and presentation fluff, which kind of spoils the atmosphere for non-Japanese speaking players. But any reasonably competent gamer will have no problems getting to grips with the gameplay in All-Japan Pro, and hey, that's what we're here for, right?







| | |
|---|---|
| GRAPHICS | 94% |
| SOUND | 91% |
| PLAYABILITY | 92% |
| LASTABILITY | 92% |

**OVERALL**

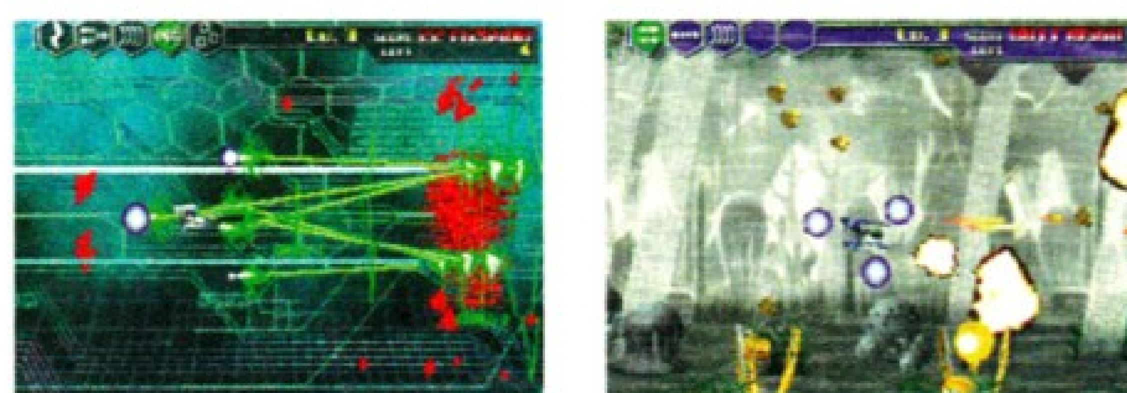
Very different from the usual punching and kicking of most beat 'em ups, the grapple-based gameplay works really well.

**92%**

# ThunderForce V

As far as I can remember, there's only been two traditional 2D shoot 'em ups released officially in the UK - Galactic Attack and Darius Gaiden. Now while they both may well be pretty good games, there's only one brand-name that true shoot 'em up fans recognise as a stamp of quality - ThunderForce. We're now on the fifth instalment, and as our showcase in issue 23 proved, ThunderForce V rocks!

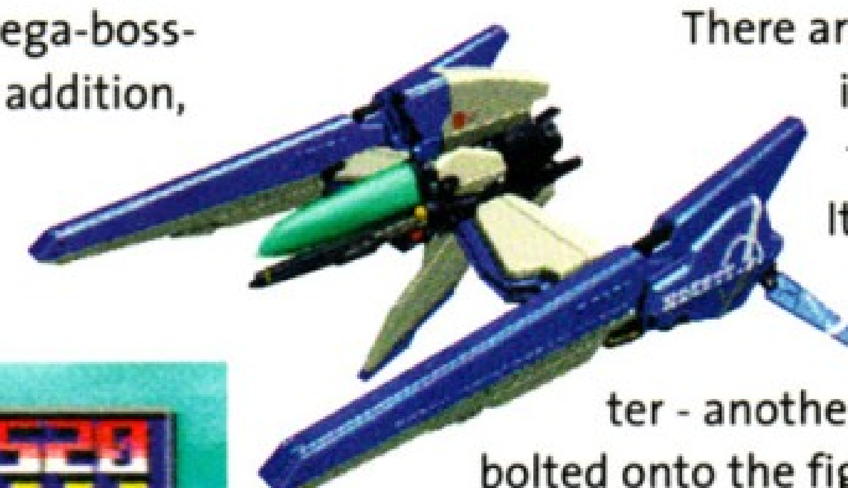
Although we were pretty disappointed when we first started playing it. The game features mostly 3D enemies (the main fighter is also a polygon model) laid over a 2D parallax background, and to be honest, this looks a little bit ropey. But after a good session of play, you can't help but notice the classic ThunderForce playability has made it to the Saturn. Phew. The bosses are great too, with some massive morphing machines that pump laser all over the screen. Fortunately, the new-style ThunderForce fighter has been upgraded to cope with these mega-bosses - the free range targeting laser is a great addition, the charging forward shot now boasts an excellent lightning effect, along with the wave beam which can fire through solid rock and alien ships, and the more traditional ThunderForce weapons - Hunter (homing plasma bolts), reverse fire (er... reverse fire) and the little Craws that orbit the ship and triple its firepower.



▲ (Left) That's the new Free Range homing weapon.







There are seven stages in total and in true ThunderForce tradition, they're all rock-hard. It's really worth persevering with though, as the final three levels are even better - another two super-weapons are bolted onto the fighter for extra firepower and everything 'goes off' in a quite spectacular fashion. It's just a shame that Technosoft haven't added a two-player mode, as it's probably the one feature that could improve the cool ThunderForce formula.

And as you could probably guess, there are no problems understanding what's happening in the Japanese game - it's just a shoot 'em up for God's sake. The options screens are all in English, and rather obviously, there's a distinct lack of dialogue and conversation during the game - lets you concentrate on the killing!








| | |
|---|---|
| GRAPHICS | 88% |
| SOUND | 88% |
| PLAYABILITY | 92% |
| LASTABILITY | 91% |

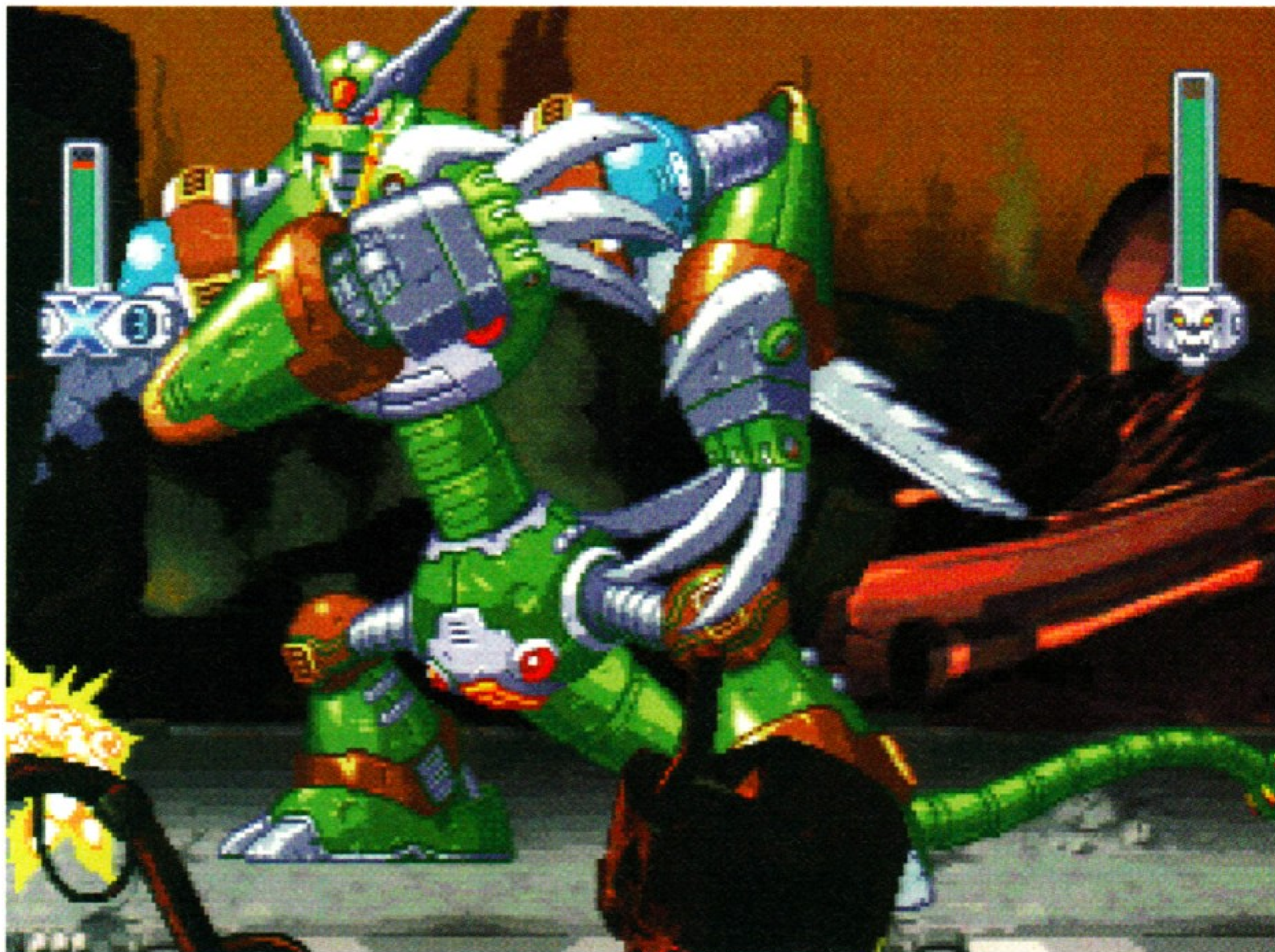
**OVERALL**

The new weapons and classic gameplay are top quality and although early levels are relatively poor, ThunderForce V quickly becomes an astounding blast...

**91%**

# MegaMan X4





The traditional MegaMan-shaped gameplay hasn't changed for years now, although Capcom do seem to be trying a bit harder on the MegaMan visual style these days, as X4 features some gorgeous backgrounds, great bosses and loads of cool little visual touches. All of the classic level types are in here too - ice levels, lava levels space levels and fighting-on-top-of-a-moving-train levels are all present, and frankly, we'd be disappointed if they weren't.

There are nine of these extra-hard levels and they can be played in any order, but that doesn't make them any easier - all levels have at least two sub-sections and a mid-level boss, followed by a thumb-challenging one-on-one encounter with the level's main bad guy. These bosses are definitely the highlight of the game. Capcom's design masters have created some very original and clever baddies, that really do require a bit of strategy and skill to defeat, rather than just hammering the fire button and hoping for the best.

There's another character to play with as well. Zero, who uses some kind of sword instead of a gun, has completely different abilities to MegaMan, and Zero's use of close-range fighting skills actually makes the game even tougher. There are also a few vehicles which can be commandeered along the way - robot suits and futuristic speeder bikes help MegaMan and Zero in their mission, and these upgrades also provide a bit of diversity to the gameplay. Cool.



The only problem with owning the Japanese game is pretty insignificant - in the story mode the characters talk to each other in, surprise surprise, Japanese. But luckily for us, MegaMan X4 was given a release in the US by Capcom of America, so any import shop that knows their arse from their elbow should be able to get you a translated American copy. Everyone's a winner.









▲ Remember all those 2D platform shooters on the MegaDrive? Well, MegaMan X4 is like them. Only better.







Okay, now you want to know where to buy these games. Unless you live in London or another pretty big city, or you happen to have a local import shop, mail order is going to be the best option. All of the below companies deal in Saturn games and are happy to mail stuff to your doorstep, but remember, you must have a switched Saturn to run Japanese or American games:

New Generation consoles (Leeds): 0113 230 6007
Project K (Essex): 0181 508 1328
Beyond Therapy (London): 0171 434 0755
Game Raiders (London): 0171 434 2220
CA Games (Glasgow): 0141 334 3901
Computer Exchange (London): 0171 636 2666
Raven Games (London): 0181 663 6822

| | |
|---|---|
| GRAPHICS | 88% |
| SOUND | 90% |
| PLAYABILITY | 92% |
| LASTABILITY | 94% |

**OVERALL**

Old-skool platform shooting action that's not as visually impressive as Metal Slug, but it's rock-hard and will last ten times longer.

**91%**



# SEGA SATURN™ tips

**Tips. The final frontier. These are the voyages of SEGA SATURN MAGAZINE. Its continuing mission to explore strange new games, to seek out new codes and new level selects, to boldly print what no-one has printed before! Ah-ahhhhh-ah-ah-ah-ah-ahhhhh... Transmit us your tips via sub-space relay station 251, or by letter to: Sega Saturn Magazine Tips, 37-39 Millharbour, Isle of Dogs, London, England, Earth, Sector 001. Oh and we'll bring back the 'Q&A' section next month, so send us your problems!**

## STEEP SLOPE SLIDERS

Yes, this is a record-equalling third consecutive month in the Tips pages for Steep Slope Sliders, thanks to the discovery of more extra costumes and a strange 'time of day" altering code.

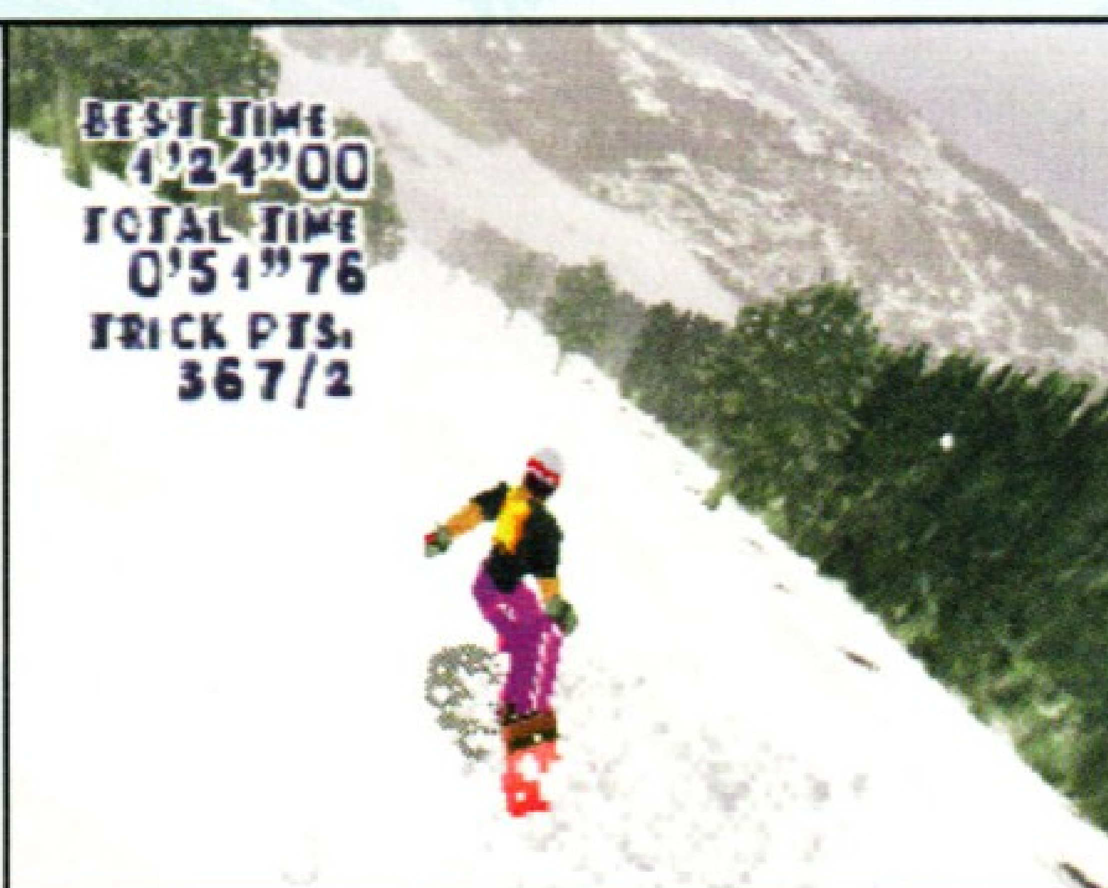
### EXTRA COSTUME CHANGES

When selecting you racer, **hold X+Y+Z** and press either **A or C**. The characters will now be wearing some swish new 'gear'.

### SELECT TIME OF DAY

By turning off the 'Time Progress' mode in the options screen, players can select the time of day each race takes place. Press and hold the following buttons as you select your racer. Keep 'em held down until the race starts:

To race in front of a gorgeous sunrise, **hold Z+Left+A** while selecting your racer.
To race in the evening, **hold Z+Right+A** while selecting your racer.
To race at night, **hold Z+Down+A** while selecting your racer.




**So... will we have any more Steep Slope cheats next month?!**







## ENEMY ZERO

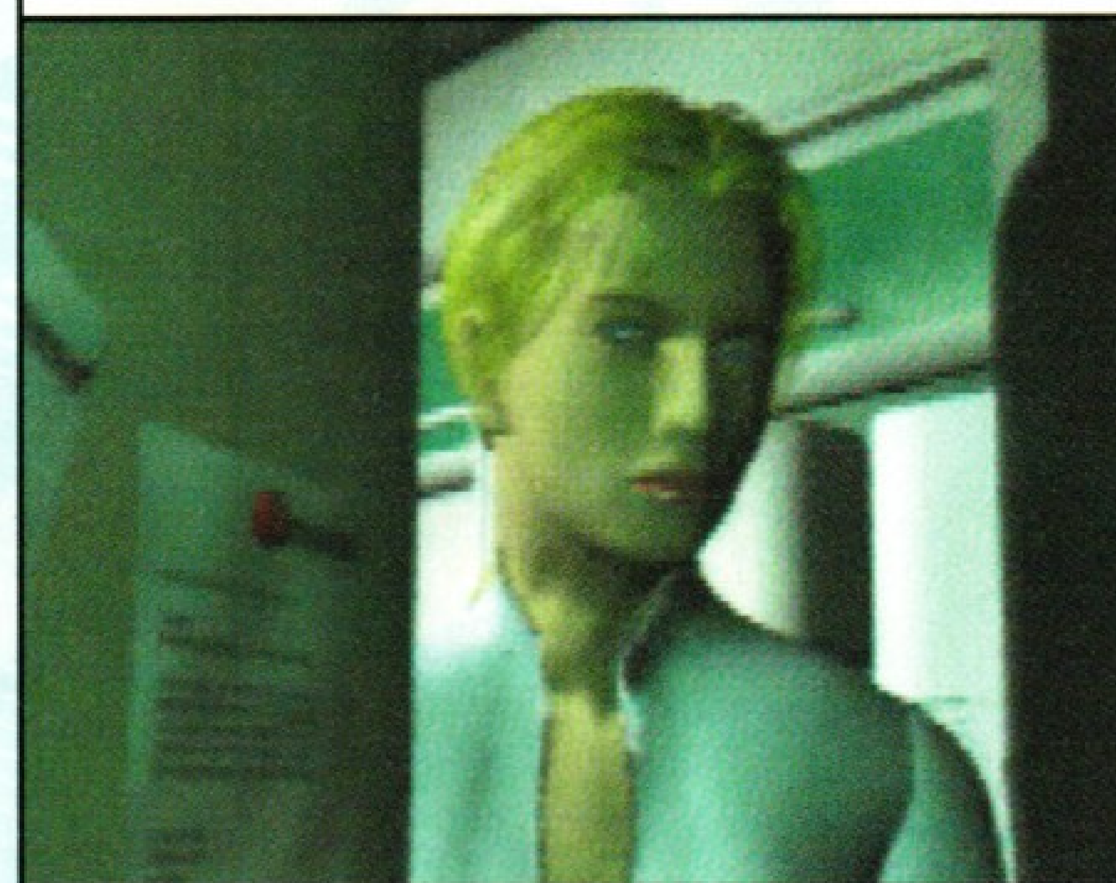
Sorry, there aren't any easy ways to complete Enemy Zero, and we've left it a bit late to do one of our massive and world-famous play guides, so you'll just have to grin and bear it. But to make it a little bit more fun along the way, check out these two 'zany' Zero additions... even though they're both pretty rubbish, to be honest:

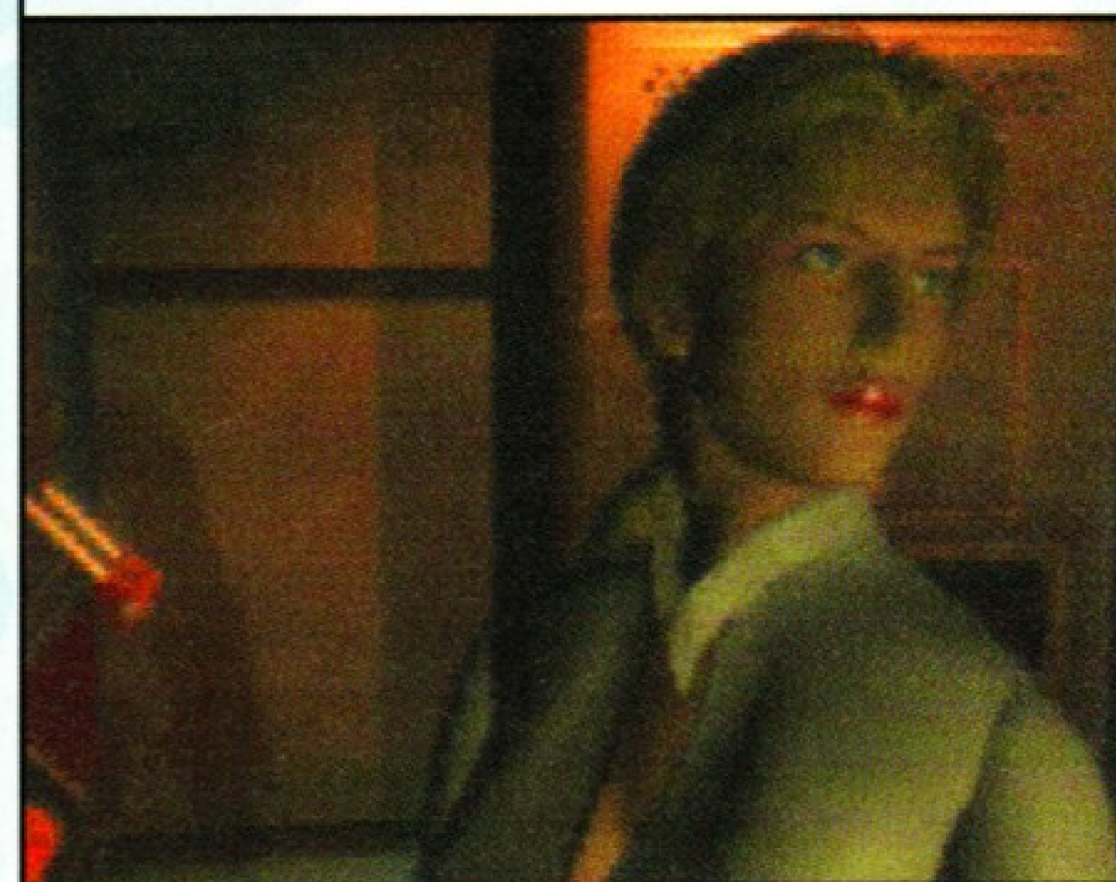
### HIDDEN MESSAGE

Play the game on **December 25th and January 1st** for an 'interesting' little surprise left on the battery-powered data recorder...

### EXTRA IMAGES

Sticking a few extra images on the CD is definitely the 'in' thing for game coders to do these days, and Enemy Zero out-does the competition with an incredible 83 extra still pictures hidden away on the disk. You'll need access to a PC or Mac though - the top-quality pics are in a folder called **'bmp'** on the intro CD.





**Hmm, sorry about these rather useless space-filling Enemy Zero cheats - the game doesn't contain any other stuff.**

## DEAD OR ALIVE

Dead or Alive stars in this month's all-new Japanese section, so if you're losing your import virginity, they should come in handy:

### GET EXTRA COSTUMES

Complete the game with a character to gain their first extra costume. Then complete the game again wearing that cossie to get the next one. Repeat until bored. Do this with Kasumi first - she's the one with the skimpy bikini!

### FULL DANGER ZONE

**Hold Top Left and Top Right** while selecting your fighter. This will turn the entire ring into an energy-sapping Danger Zone.



### PLAY AS RAIDOU

Tough. Set the options to their **default settings** and complete the game with every character.

### ACTION REPLAY ACTION

After winning a round, quickly **hold down the A+C buttons.** A replay option will now appear - hold the B button to rewind, and release it to resume play.

### BONUS IMAGES

Fancy ripping-off some of our showcases? Perhaps you run a crappy fanzine and want to use some of our artwork for nothing? Whatever your motives, there's a folder called **Omake** on the CD which houses some great Tecmo art.

# STREET FIGHTER COLLECTION

It took Virgin about 100 years to release Marvel Super Heroes in the UK, so Street Fighter Collection will hopefully be out here around the year 2098. For anyone reading this magazine 100 years from now, or for readers with time-travelling abilities, here's the complete (probably) list of the codes for the ace Street Fighter Collection:



**AKUMA IN SUPER SFII TURBO**
At the character selection screen, highlight Ryu and **hold Top Left + Top Right.**

**SECRET COLOURS IN SUPER SFII TURBO**
To access the secret colours for anyone, select a character then **hold the button down** until your fighter changes colour.

**EVIL RYU IN ALPHA 2 GOLD**
To play as the Evil version of nice-guy Ryu, **highlight Ryu** then **press Start twice.**




Mmm, lovely Sakura looks even nicer in her groovy new extra strip in Alpha 2 Gold. But she's only 15 years old, remember.

**SPECIAL SAKURA IN ALPHA 2 GOLD**
To play as Special Sakura, highlight Sakura and **press Start five times.** If it worked her clothing will change to the new strip.

**SHIN GOUKI IN ALPHA 2 GOLD**
To play as the massively powerful and turbo-charged nutter Shin Gouki, **highlight Akuma** and **press Start five times.**




Classic old-skool Chunners also makes an appearance in Alpha 2 Gold. What a great game. Or collection, if you like.

**CHAMPIONSHIP EDITION FIGHTERS IN ALPHA 2 GOLD**
To play as the Street Fighter II: Championship Edition version of a character, pick one of the fighters that appeared in that game (Ryu, Ken, Vega, M Bison, Sagat, Dhalsim, Chun Li or Zangief) then **press START once**. Your character's colour should change if you did it right.

**CAMMY IN ALPHA 2 GOLD**
**Complete the game in arcade mode,** playing as M Bison with the game on **default settings,** making sure you get the number one spot on the high score table. Enter your initials as **CAM. Press Start twice on M Bison** to select her.

**RANDOM SELECT FOR ALPHA 2 GOLD**
Press **Down on Nash,** or **Up on Ryu** to be given a random fighter. That's really useful.

**RAPID ATTACKS**
**Hold Top Right** while selecting your fighter - this seems to speed up the character's attacks, and works on any of the games in the collection.







# X-MEN VS STREET FIGHTER

We didn't think Sega had the balls or the brains to release the incredible 4-MB cart over here, but thanks to their (shock!) good judgment, 100% arcade perfection is available in the form of X-Men vs Street Fighter. And there are a few extra things hidden the game too...



**ALPHA CHUN LI**
Everybody's favourite female Chinese martial arts specialist, Chun Li, also has her Alpha 2 costume spare, just in case she gets dirty. Highlight Chunners and **hold Start** for about five seconds before selecting her.

**COMBO GAUGE**
Completing the game twice brings up the 'combo gauge' option. Setting it to 'full' gives players a constantly charged level three super gauge.

**EXTRA HITS**
**Press Start** right after you've flattened your opponent to... flatten 'em some more!

**PLAY AS AKUMA**
Go to the top row of fighters and **press Up** to access Akuma.

**RANDOM SELECT**
Hey, it's almost the same as the one in SF Collection! Isn't that nice? **Hold Left or Right** at the character select screen (away from the other characters) and press a button to select.

**QUICK REMATCH IN TWO-PLAYER MODE**
The defeated fighter needs to **hold down Top Left+Top Right** as soon as they lose. Both players should start again with the same fighters.




Chunners again and this time she's changing her clothes in X-Men vs SF. She gets around a bit, doesn't she?

**BETTER SOUND EFFECTS**
**Highlight 'audio'** at the options screen and **press Left of Right** to bring up the 'sharp SE' mode. It makes a difference too - why this wasn't made the default setting is a bit of a mystery...

# GRANDIA



## THE WALKTHROUGH PART 1

**Since it's looking increasingly unlikely that the greatest Saturn RPG ever is going to come out over here, SEGA SATURN MAGAZINE is commencing a walkthrough of the game to allow non-Japanese speakers the chance to savour this incredible adventure. Although this is the first part, the action really begun in last month's showcase, so refer to the last issue if you're stuck before we begin! Now let's move on eh?**

### MARUNA PASS

This area is the first field area of the game you come across. No explanation is really necessary. The aim here is to loot the place of gold and artifacts and make your way north in order to reach the ruins.




Justin should be able to take out two meanies in one turn by this point.









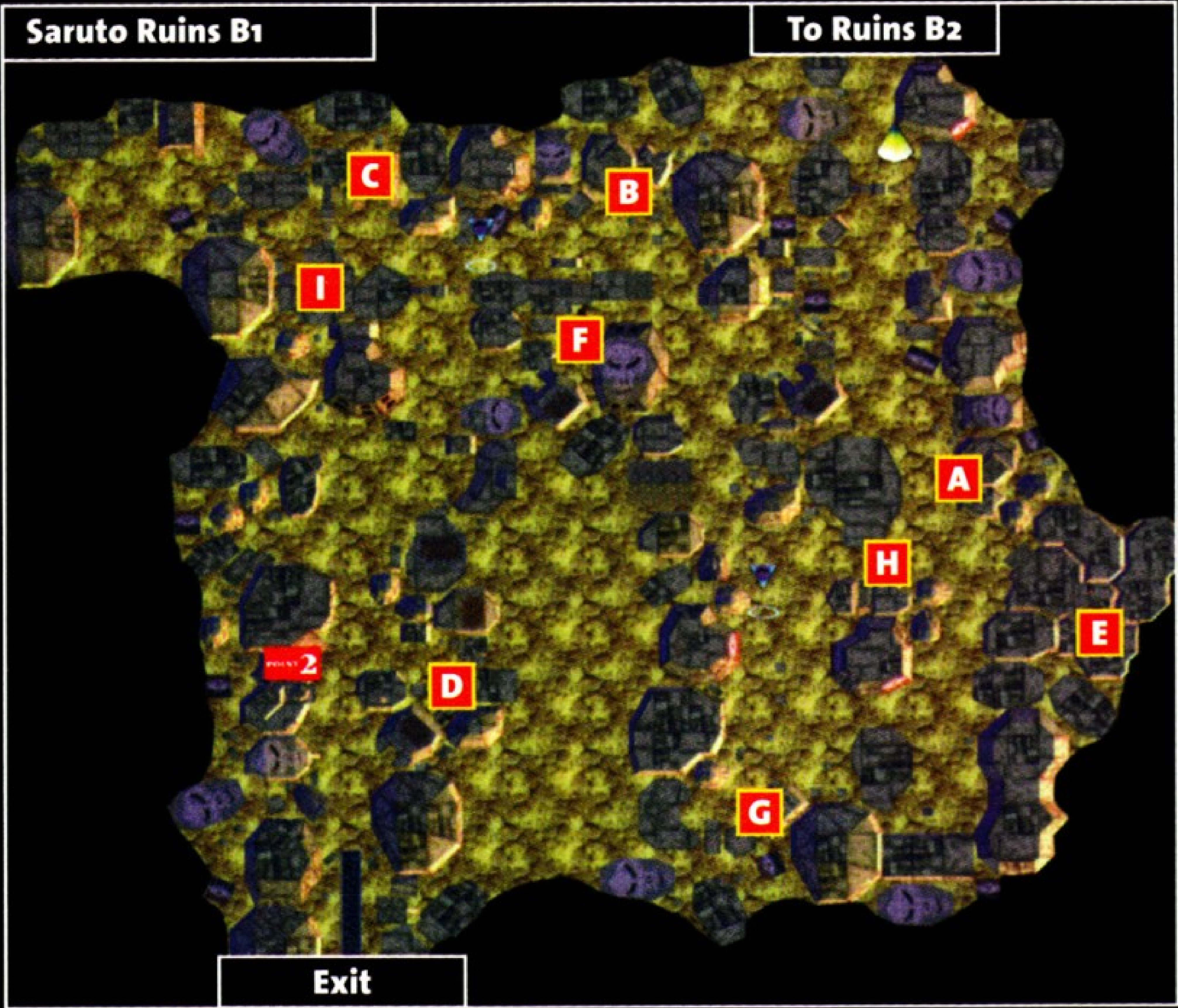





You need to locate the bridge to cross the river (left). Kill all meanies (right).

**MARUNA PASS**

| | |
|---|---|
| A | Herb |
| B | 10G |
| C | 30G |
| D | Army Club |
| E | Herb |




## SARUTO RUINS

When you first reach the ruins, talk to the guard. He'll allow you access as long as you picked up the pass from the museum owner (see the last issue Grandia Showcase coverage to tell you how to do this). Once you're in, get through the set-pieces and make your way into the caves. When you reach the temple at the end you need to press the centre switch twice, which leads on to a boss confrontation. This guy is easy to take down. When you're done, return to Parm and go to Lily. Rest up and equip yourself at the shop before going to the docks and talking to the lead sailor. It turns out there's a ship leaving soon and you need to get hold of some papers. Go to the tavern (consult the map in the last issue) and talk with the owner. He's missing a key which is found by searching every square inch of the street leading up to the docks. Return to the tavern and talk to all in the tavern. Return to Lily's and get a meal and some sleep. If she doesn't give you the meal return to the tavern and repeat the process. After getting up in the morning, visit the train station. There's a loco just arriving and you can jump on for the trip (watch out for the great set-piece scene as the train leaves town, it looks bloody excellent). Reku Mines, here we come!


The mouth is the entrance to the ruins.


The Saruto cut-scenes are quite dull.

**SARUTO RUINS B1**

| | |
|---|---|
| A | 10G |
| B | 10G |
| C | 10G |
| D | 10G |
| E | 30G |
| F | 30G |
| G | 30G |
| H | Poka Poka Kuts |
| I | Rune Ring |


Once the story exposition is out of the way, it's time to raid some ruins!

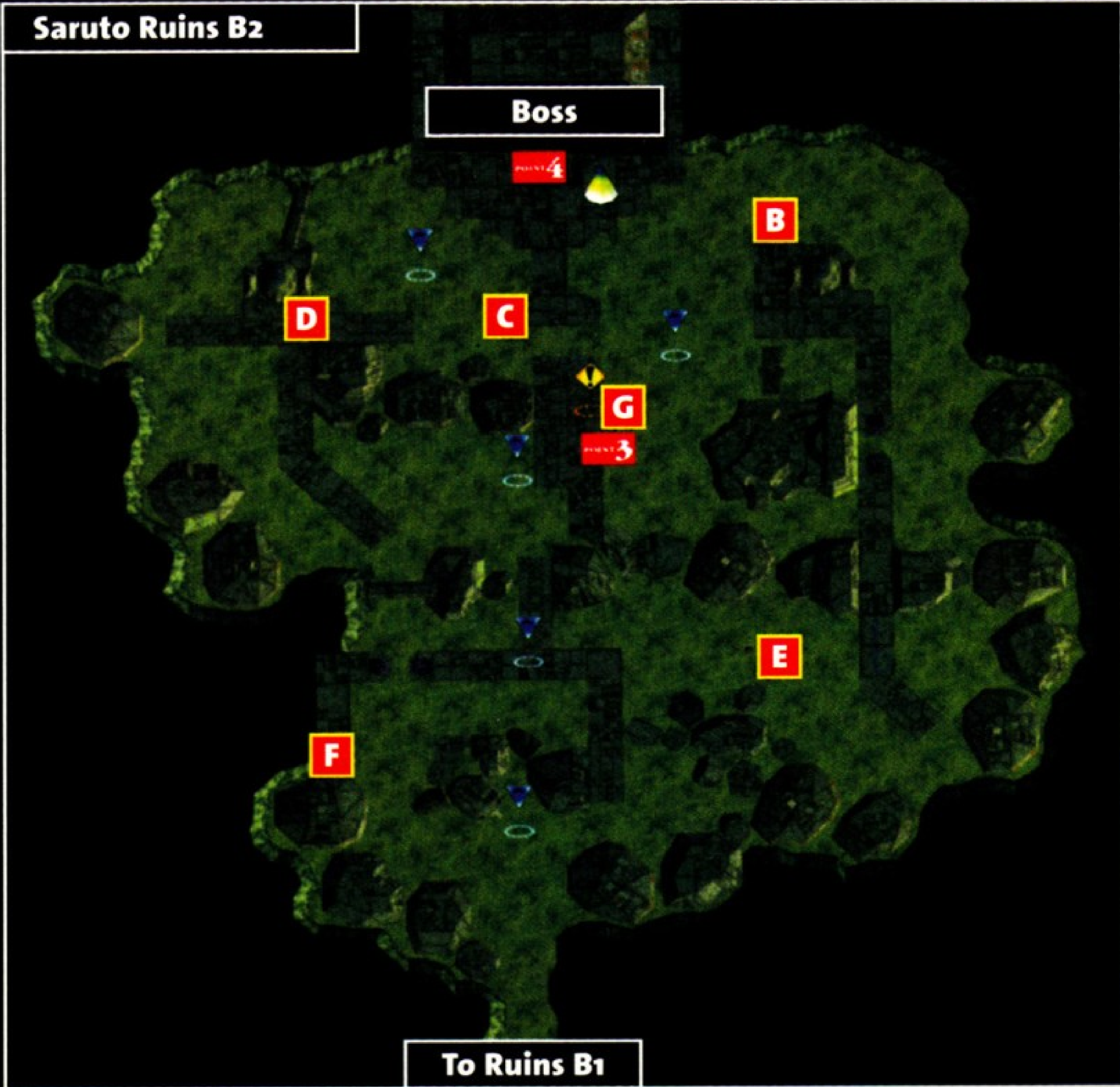

The maps of the ruins do come in handy, oh yes. The levels are veritable mazes, with some ruins disintegrating underfoot.




The ruins have ground and higher levels.

**SARUTO RUINS B2**

| | |
|---|---|
| B | 30G |
| C | 30G |
| D | Engineer's Clothes |
| E | Dynamite |
| F | Ancient Armour |
| G | Unknown |



## REKU MINE

When you arrive at the train's destination, your first port of call is the old knight's house to the northwest. Have a chat with him and after he's finished, he'll escort you to the mines entrance, opening it up for you. You're now free to enter the mines and get to work looting the place and doing battle. The boss scene sees you taking on three goblins. These guys are pretty hard, but the tactic here is to concentrate your firepower on the normal guys one at a time before taking on the big, nasty goblin. Be sure to have bought plenty of potions in Parm - they'll save your bacon.





Taking the train to the Reku Mines is one of the graphical highpoints of the early section of the game. Visit the Old Knight's house and talk to him - he leads you to the mine and becomes a recuperation and save point. Good eh? Well, you shouldn't need him until the Reku Mine troll bosses have been taken out...



**REKU MINE FIRST FLOOR**

| | |
|---|---|
| A | 20G |
| B | 20G |
| C | 20G |
| D | 60G |
| E | Gumunagagutsu |
| F | Working Overalls |
| G | Grenade |
| H | Grenade |
| I | Herb |













Two trolls and their tougher leader are the bosses at the end of the Reku Mine level. The key is to take out potential attackers one at a time, finishing with the leader.

**REKU MINE SECOND FLOOR**

| | |
|---|---|
| A | 20G |
| B | 20G |
| C | 20G |
| D | 60G |
| E | 60G |
| F | Gloom Helm |
| G | Orc Shield |
| H | Medical Ointment |
| I | Sledgehammer |
| J | Hand Grenade |
| K | Blunt Sword |
| L | Hand Axe |



Once the bosses have been taken out, you witness yet another ace-looking set-piece as Justin escapes the mines... Indiana Jones and the Temple of Doom-esque indeed!

## THE GHOST SHIP



Return to Parm and watch the inevitable argument with Sue. Get yo' ass back to Lily's and kip up for the evening, then in the morning, quickly head back to the docks (you have to endure an overlong story interlude, but hey). Now it's time to talk to the sailor near the gate. He'll let you through to the queue leading up to the ship. Jump the queue and after a short period you'll be on-board. Explore the ferry, going down into the bowels of the craft until you reach the sailors' quarters. Talk to the guys and head back to the deck. You'll see that Sue has stowed away and rejoins you for more adventure. Pop down to the sailors' hold - the sea dog next to the staircase is the guy to speak to when you want to sleep. Get some kip and on the next day go to the deck. You need to complete a small deck-scrubbing mini-game two days in a row. On the third day head to the bow of the ship - you'll meet Fina, the third playable character. Talk to her, then head to the Captain's Room. Chat with him and Fina for a while and you'll hear a sudden banging noise. You've collided with a ghost ship! Head out to deck, talk to Fina again, and you'll soon find yourself looting the ship.

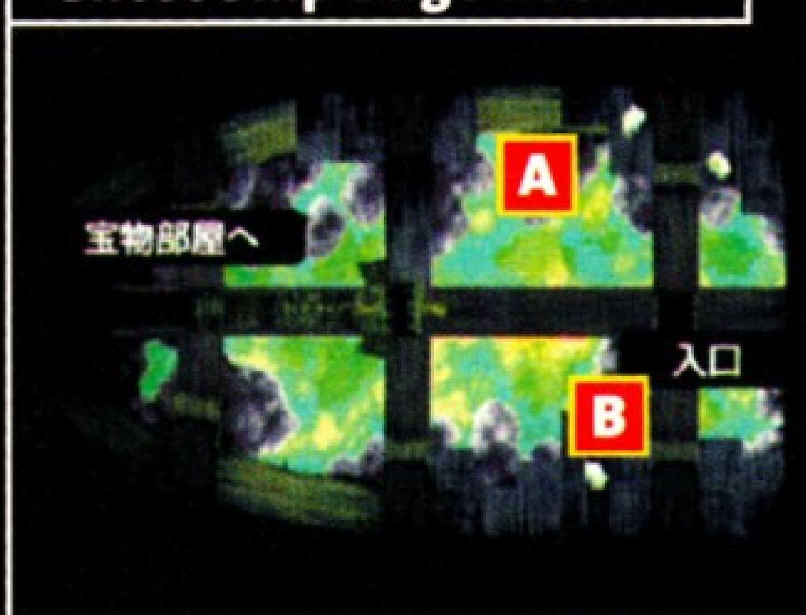
### Ghost Ship Hold






| GHOST SHIP HOLD | |
|---|---|
| A | 30G |
| B | Herb |
| C | 30G |

### Ghost Ship Bilge Room



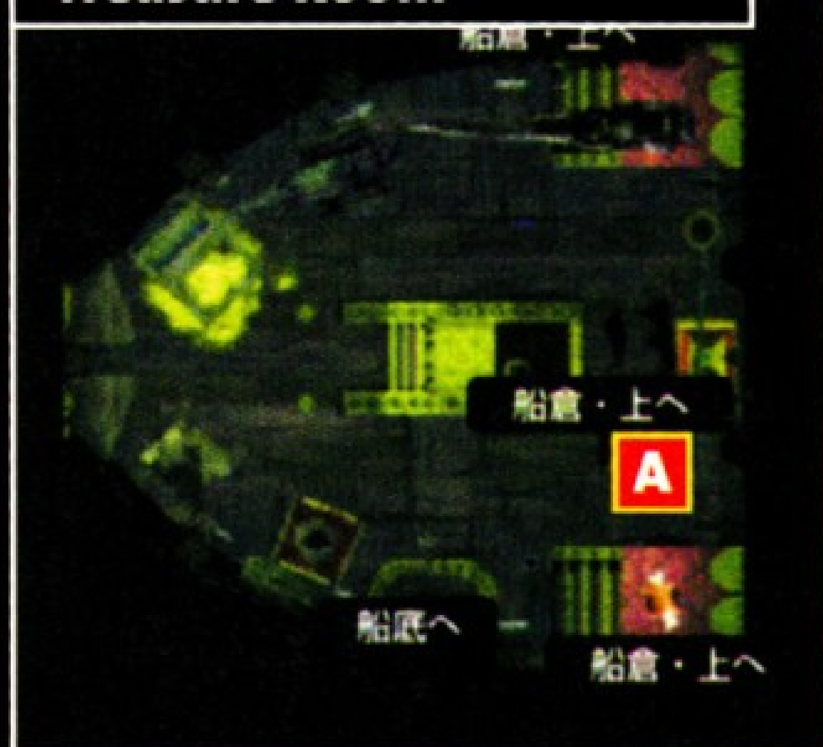





| GHOST SHIP BILGE ROOM | |
|---|---|
| A | 30 G |
| B | 30 G |



### Treasure Room




| TREASURE ROOM | |
|---|---|
| A | 30G |

The Ghost Ship is a series of small interlinked chambers operating on two levels... to be honest, these maps aren't really too useful on these levels. However, common sense should get you to the boss with all the objects and treasures successfully plundered.

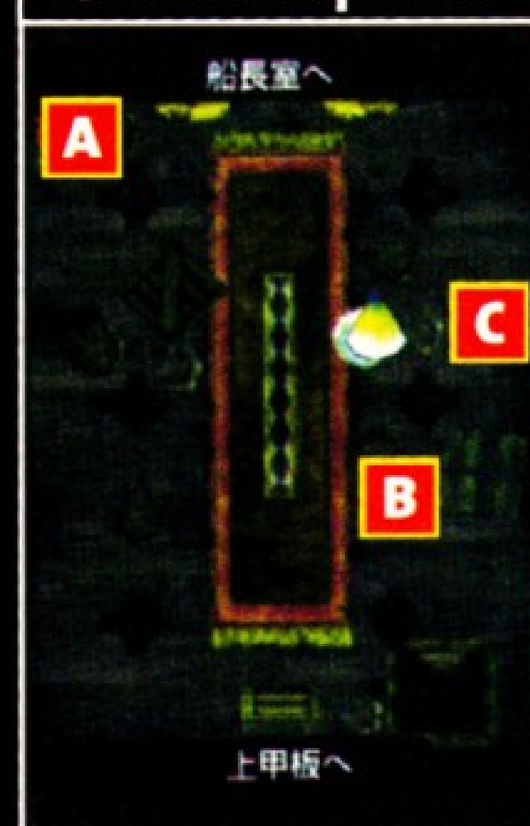
### Ghost Shop Lower Deck




| GHOST SHIP LOWER DECK | |
|---|---|
| A | 90 G |
| B | Wind Charm |
| C | Medical Ointment |

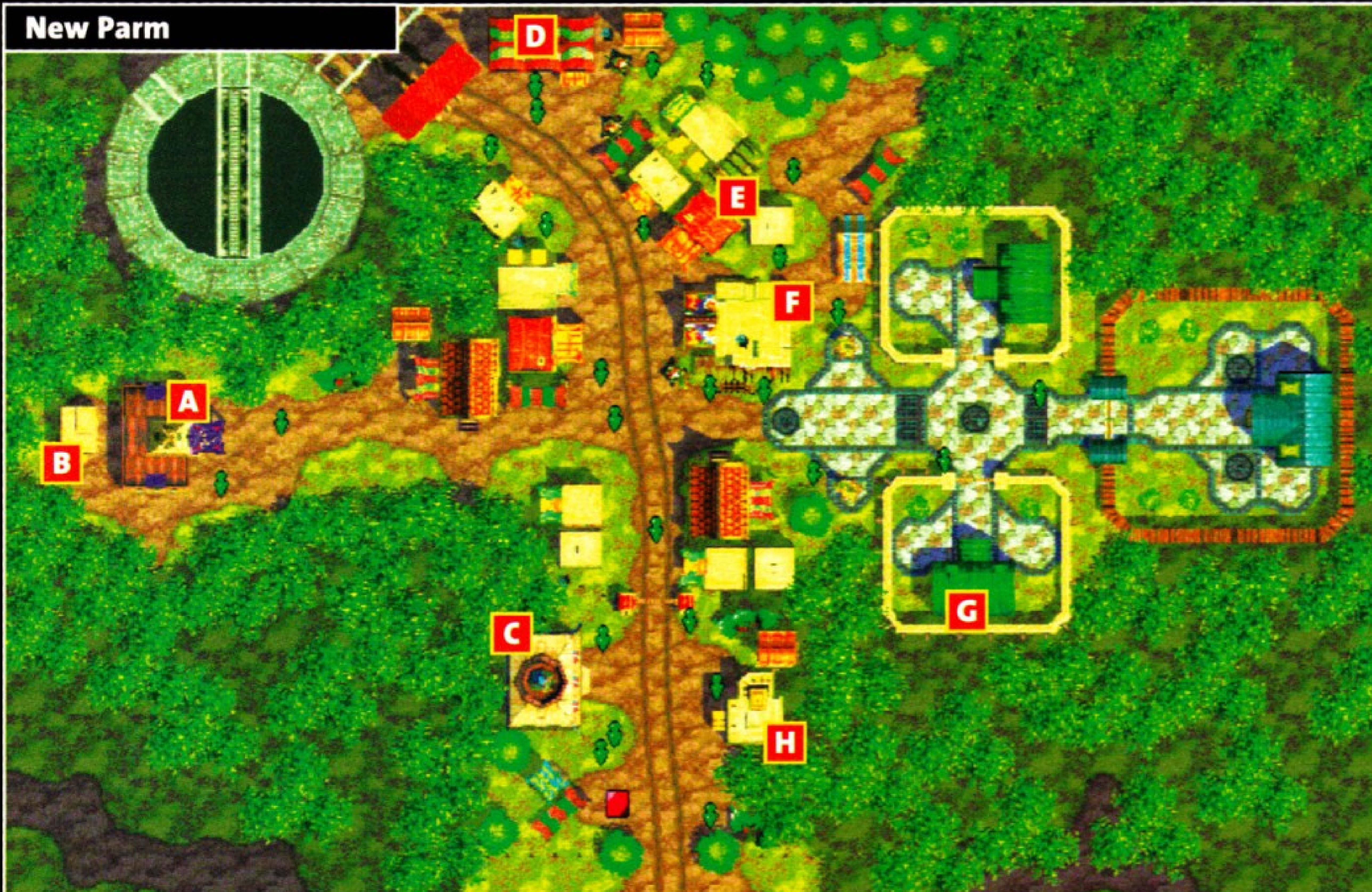


### Ghost Shop Hall




| GHOST SHIP HALL | |
|---|---|
| A | 90 G |
| C | Resurrection Pill |
| B | Admiral's Sword |

### New Parm




## NEW PARM

As soon as you arrive in New Parm, talk to the guys in the Tourist Office as well as everyone else in this area, then head north out of the dock area into New Parm proper. Head up towards the City Hall, enter, and talk to the receptionist. You need to get into the mayor's office, but you need a secret password. Talk to everyone in the room then talk to the receptionist again. Examine the blocked exit and choose the second option down. Access is yours! Once you've chewed the fat with the mayor, check everything else in the room then leave. Head north out of town! Note: if no new exit shows up on the map, repeat the entire process.

| NEW PARM | |
|---|---|
| A | New Parm Church |
| B | New Parm Church Annex |
| C | Adventure's Heart Hotel - Save Point |
| D | Pacon's Bar |
| E | Pawn Shop |
| F | City Hall |
| G | Kururu's House |
| H | Shop |

## MERRILOU MOUNTAIN PASS

It's time to take a quick trip to Fina's house. Unfortunately, you need to go through these treacherous mountains first! The object is to get to the west, where Fina's dwelling is located. This level is action and looting all of the way. Enjoy it. Once you've got to the west, you'll find the area with the house. Go inside and check the barrels near the save point. Fina'll turn up and feed you. Have a chat with her and eventually she rush out and get herself kidnapped. Yup, the mayor wants to marry her and is prepared to use force to get her. Time to head back to New Parm...




Stock up on anti-poison potions - these cobras' venom can be lethal...



| MERRILOU MOUNTAIN PASS | |
|---|---|
| A | 40G |
| B | 40G |
| C | 40G |
| D | 40G |
| E | 120G |
| F | Snake Piercer |
| G | Mana Egg |







## NEW PARM CHURCH CATACOMBS

Head back to the Church Annex in New Parm and locate the hidden exit (it's pretty obvious really). Now enter the catacombs! Progress past the submerged stairways is achieved by using the dam controls (the round wooden things). Make sure you don't forget the control after the second submerged stair - it opens up the ground area, allowing you to get tons of cash and goodies.
When you reach the west, you'll see an exclamation point. This opens the wall into the church. Once inside, don't use the door, climb the boxes and you'll be in the rafters. Now you've got a wedding to stop - but a kickboxer to take down first! Give Sue all healing duties and let Justin do the dirty work and you're sorted!







| NEW PARM CHURCH CATACOMBS | |
|---|---|
| A | 50G |
| B | 50G |
| C | 50G |
| D | 150G |
| E | Iron Mace |
| F | Turtle Shell |

It's possible to miss the third lever on your travels (left). Don't - it's the only way you're going to be able to loot the level for the full range of goodies on offer - and when there's a new weapon and tons of cash on offer, you don't wanna do that.

## RANGRU MOUNTAIN PASS

Once the kickboxer has been defeated and the gang regroup at Fina's house, it's time to plan your trip to the Domu ruins. This involves going through two new areas on the map that have opened up - the Rangru Mountain Pass (west and east). It's a pretty good idea to stock up on possessions at New Parm before setting off as the creatures wandering around the pass are the toughest small fry you will have faced to date. Once you've made your way through the West pass you end up in the East, where you camp for the night before moving on. Head north and you'll find the route to the ruins. Once again, it may be worth powering up your mana eggs via a trip to New Parm before moving on...

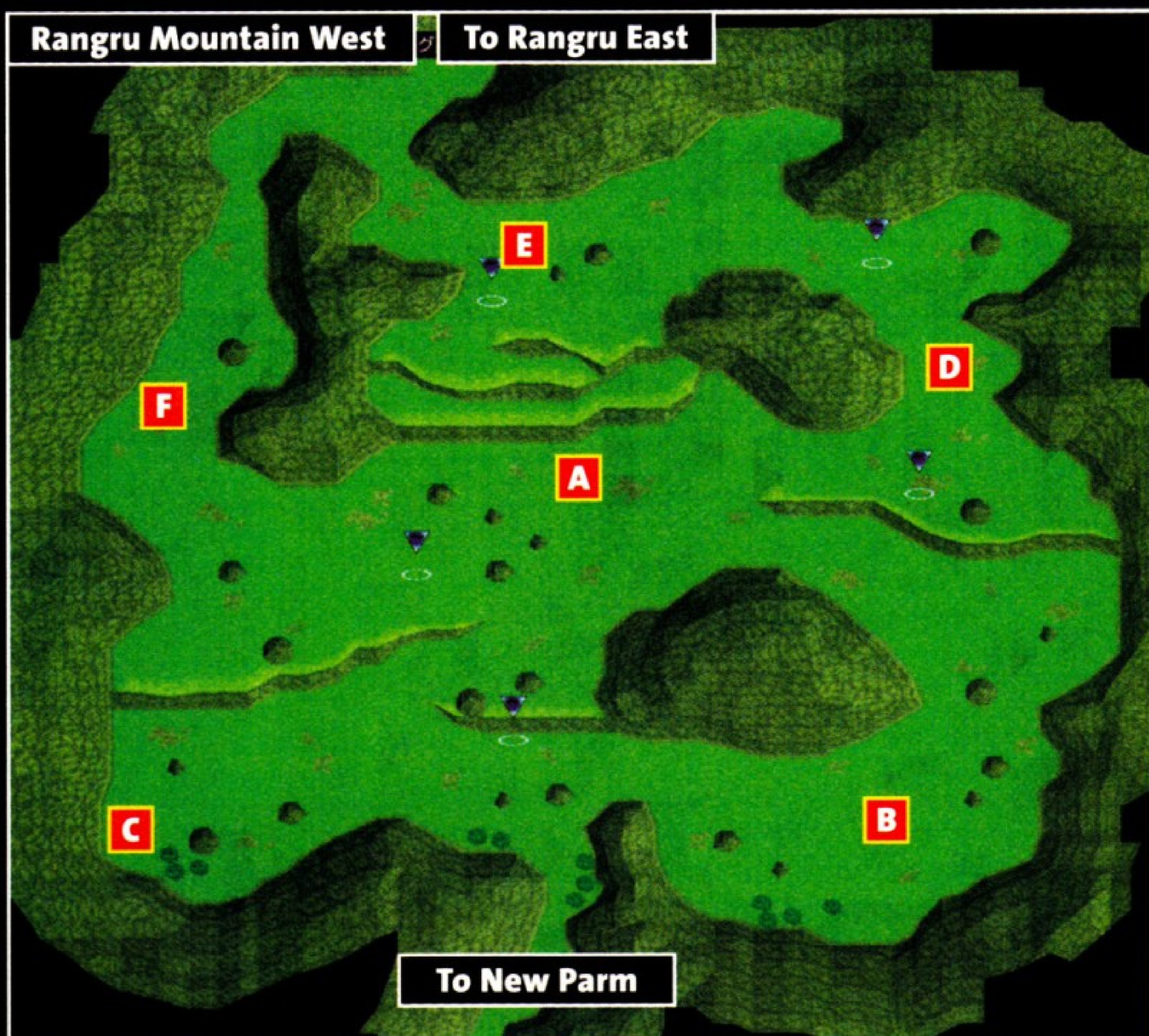






**RANGRU MOUNTAIN WEST**

| | |
|---|---|
| B | 60G |
| C | 180G |
| A | 60G |
| D | Ancient Metal |
| E | Secret Seed |
| F | Mana Egg |

















When you get to this area of the game, the opposition gets tougher. The small fry attack in larger numbers and newcomers such as the mutant eagles (top) are much tougher. Concentrate your attacks!

**MERRILOU MOUNTAIN PASS**

| | |
|---|---|
| A | 40G |
| B | 40G |
| C | 40G |
| D | 40G |
| E | 120G |
| F | Snake Piercer |
| G | Mana Egg |



Grab all money caches!

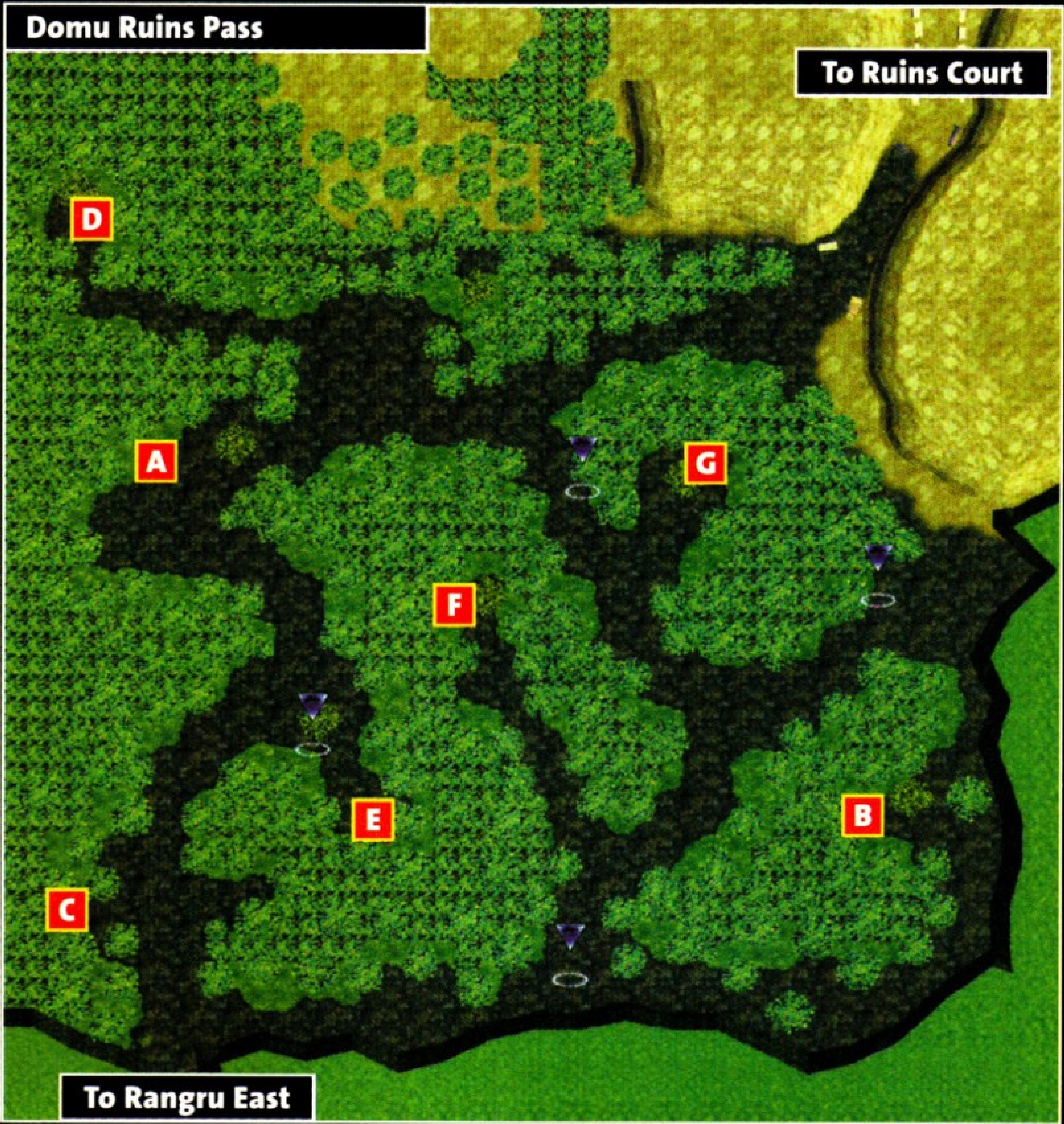
## DOMU RUINS PASS

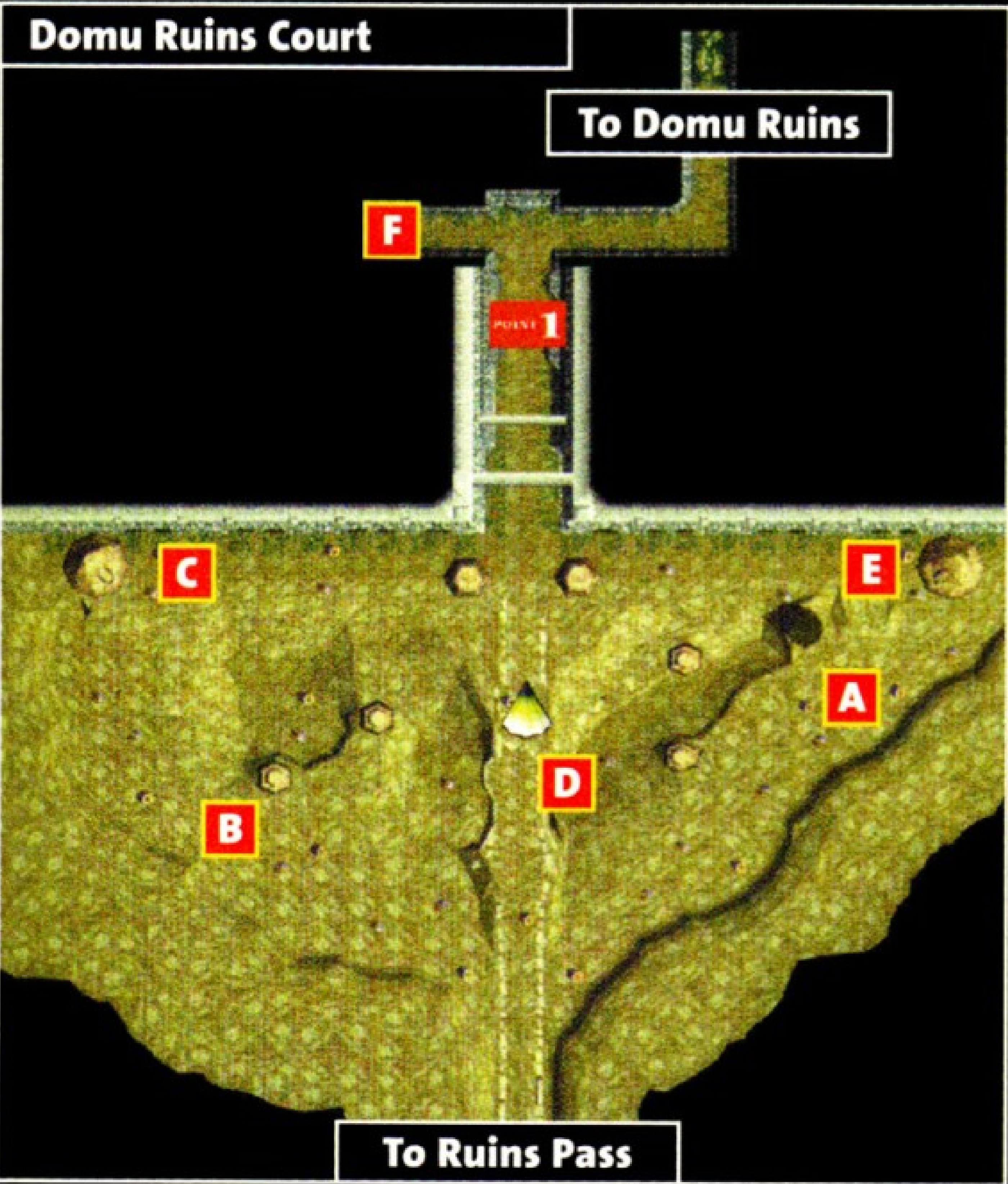
A new type of swampy tree creature causes problems here. If you've got Fina using a whip, it's best to trade it in for a sword. Similarly, if Sue's using a bow, you'd best get hold of a mace. They've got to be expensive ones though... Alternatively, take advantage of these guys' lack of speed. By now, Justin can take two of these monsters out in one turn. Use the other two just to keep the third off-balance whilst Justin recovers.



Your characters should be tough enough to take on the monsters infesting the Rangru Pass areas, but when you arrive at the Domu Ruins Pass, things get a bit tougher. Use Justin to take down the tree creatures (he should be able to take out a couple each turn) and reap the rewards of huge experience points. The tree creatures can gain you many levels...

| DOMU RUINS PASS | |
|---|---|
| A | 70G |
| B | 70G |
| C | 70G |
| D | 70G |
| F | Speed |
| E | 70G |
| G | Miracle Drink |




## DOMU RUINS COURT

Justin's companions' weapons are back to full effectiveness against the hordes you find in the court of the ruins - use them well to glean valuable points. Also, watch out for the treasure chest beneath the bridge on which you start. There's a cool item inside. Just mop up the beasties and head north into the ruins proper... but there's an ambush to deal with first...







There's a nice chest of fun under the bridge at the start of the level. Here's a picture that proves it!



More free gold just lying about...

| DOMU RUINS COURT | |
|---|---|
| A | 70G |
| E | Dynamite |
| D | Clear herb (under bridge) |
| B | 70G |
| C | 70G |
| F | Herb |



Watch out for the ambush from overhead...



The attention to detail in the ruins is really cool...

## DOMU RUINS

As you can see, the ruins are split into three levels - the lower level, an interconnecting chasm and a higher level. What you can't see is the fact that the ruins are on two levels, so although this map is helpful, it's not the complete answer. Ghosts are a problem here. Get rid of the first lot using fire magic and then tool up with the sacred maces they leave behind. These boys cut through ghosts like nobody's business! They also give gross amounts of experience points, so it's worth taking on everything you see in combat. There are a number of hidden rooms on this stage - the map pretty much gives all of them away, and there are some cool items to collect. When you get to the end, a cockroach style boss awaits. He really is quite simple to defeat. Have Fina and Justin concentrate on the head whilst Sue lashes out at the tail. The head is tough, but it's worth killing this as it disposes of the back end simultaneously. It's not a hard fight to be honest, as long as you've got those sacred maces...



**SECOND FLOOR**

| | |
|---|---|
| 1 | Manga Egg |
| 2 | 70G |
| 3 | Sheer Armor |
| 4 | 70G |
| 5 | Magic Rasp |
| 6 | 70G |
| 7 | Antidote Herb |
| G | Yellow Herb |
| E | Elevator Switch |
| H | Trapdoor Switch |



**CHASM**

| | |
|---|---|
| 1 | Antidote |
| 2 | Receive Herb |
| 3 | 210G |
| H | Trapdoor Switch |

The boss creature found at the end of the Domu Ruins stage yields tons of experience, some new armour and 2000G. But you've got to beat him first! His tail is weak, but the head is where you should strike!

**BOTTOM FLOOR**

| | |
|---|---|
| 1 | Strength |
| 2 | 210 |
| 3 | Receive |
| 4 | 70G |
| 5 | Sacred Mace |
| 6 | 70G |
| G | Elevator Switch |
| H | Trapdoor Switch |



**Second floor** | **Boss**

**Chasm**

**Bottom Floor**

To Ruins Court









# CROC GUIDE PART 2

**No time for intros this issue, kids! Croc's leaping straight into the action as he tackles two of the games toughest levels in SSM's continuing players guide. So what are you waiting for... hop it!**

## ICE ISLAND

### LEVEL 2-1: THE ICE OF LIFE

Hop onto the nearest rotating platform and ride it over to the snow ledge. Jump up to the monkey bars and swing across. Drop down to the ice below and stomp the box to find the first Gobbo. Watch your footing on the ice and head back onto the bars. Swing along until you reach the Red Crystal then turn back for the ice patch. Use the next set of bars to reach the ice block on the right. Jump to it and go through the door.

Use the monkey bars to get across the electrified water, reach the push box and move it to the bars. Use the block to reach a platform on top of which is a Silver Key and the second Gobbo. Also grab the camouflaged Green Crystal. Jump down and push the box back to where you got it and then to the right. Jump up to the monkey bars and use the jelly to reach the cliff above. Head to the next jelly and bounce to the floating platforms. Hop across to the other side, kill the Dantini, smash the box to reveal the Blue Crystal and third Gobbo. Turn and head through the door.

Turn left and jump on the moving platform. Hop across to the other side, turn the corner and smash the box to reveal the Yellow Crystal. Go through the tunnel, ride the balloon and smash the box to find the fourth Gobbo. Go through the door and use the bars to grab the Pink Crystal. Turn right along the bars and find the fifth Gobbo. Turn around and head through the Rainbow Door. Jump to a moving platform, hit the switch, head for the last Gobbo and the Exit Gong.









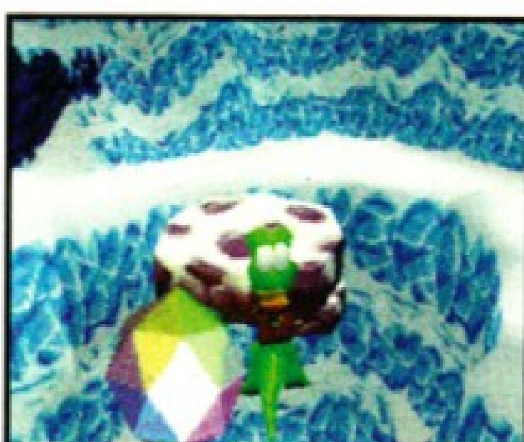




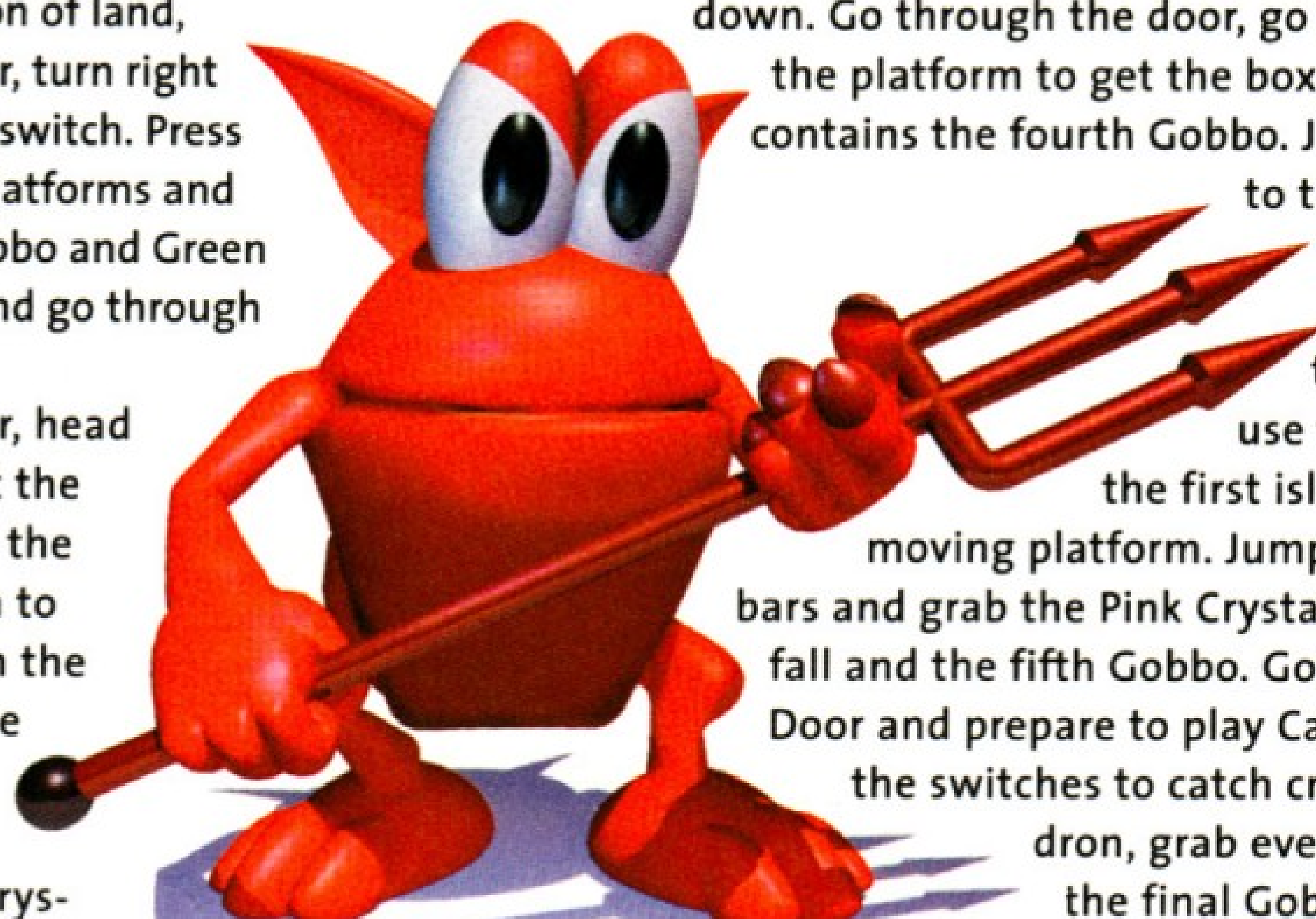
### LEVEL 2-2: BE WHEELY CAREFUL

Jump on the ascending platform. At the top, head left, kill the Dantini and stomp the box to gain the Red Crystal. Now head for the next box which contains the first Gobbo. Head to the door on the left, turn right and drop down. Collect a few free hearts, jump to the platform for a crystal and turn left to the snow ledge. Work your way up, jump across the electric water and head toward the yellow stars. Jump onto the gear and ride it around until you can grab the Silver Key. Jump back to the first section of land, head through the door, turn right and unlock the caged switch. Press it, go up the hidden platforms and collect the second Gobbo and Green Crystal. Jump down and go through the door.

Jump to the gear, head to the left and collect the Blue Crystal. Jump to the second gear and then to the small platform on the left. Jump to the three vertically rising platforms, leap to the other side, grab the crystals then jump to the next set of platforms. Smash the box to get the third Gobbo and ride the balloon down. Go through the door, go to the right and use the platform to get the boxes at the top. One contains the fourth Gobbo. Jump on the gear, up to the platform and get the Yellow Crystal. Ride the gear to the door, go through, use the bars to swing to the first island and leap to the moving platform. Jump to the next set of bars and grab the Pink Crystal. Head to the waterfall and the fifth Gobbo. Go to the Rainbow Door and prepare to play Catch the Crystal! Use the switches to catch crystals in the cauldron, grab everything and receive the final Gobbo.









## LEVEL 2-3: RIOT BRRRR

Head to the door, stomp the box and grab the Red Crystal. Go through and ride the balloon down. Turn and stomp the boxes to reveal the first Gobbo and Green Crystal. Fall into the water, swim over the bad guys and grab the Gold Key before going to the exit. Smash the moving box to get the next Gobbo then go through the door. Stomp the box for the third Gobbo. Hit the switch, head across the water and through the door. Use the rafts to reach the bars, swing left, onto the ice block then up onto the next set of bars. Head to the third set of bars, hit the





switch, drop down and collect another Gold Key, a Gobbo and the Blue Crystal.

Head back up the platforms, turn left and jump to the next set of platforms. Grab the Silver Key, jump to the next lower platform and land on the bars below. Go back through the door, head to the first



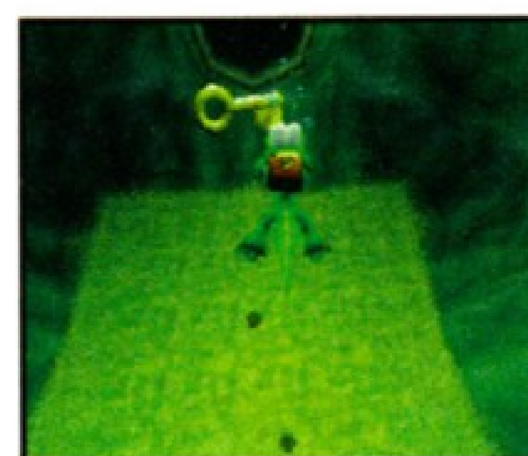
door, pass through it and open up the caged switch. Hit it, jump onto the balloon and ride it to the fifth Gobbo. Head to the small cave and the Yellow Crystal. Go through the locked door, work your way across the water carefully, stomp the box to find the Pink Crystal. Go to the Rainbow Door, turn right and head down to find the last Gobbo. Hit the Gong to exit.



▲ Brrr..! Croc freezes his ass off on the game's icy levels.



▲ Croc needs all the help he can get to rescue the Gobbos.





## BOSS LEVEL 1: CHUMLEY'S SNOW DEN

Make your way to the door, grabbing crystals and dodging penguins. Inside, follow the ice patches and swing across the monkey bars to the next door. Beating Chumley is very easy. Wait until he uses his tail slam, dodge it and tail whip him. Repeat this manoeuvre three times and he's a gonna!





▲ Chumley the Rocketman can be a bit of a pain at times, but dodge his dive attacks and you'll be fine.

## SECRET LEVEL 1: CLOUDS OF ICE

Head to the door, grabbing crystals as you go, hop over the ice bridge and head to the next door. Turn left and hit the switch. Follow the platform to find a free life heart and a jigsaw piece.

Now you have three pieces of the puzzle, the final secret island is nearly accessible...

## LEVEL 2-4: I SNOW HIM SO WELL

Turn left and grab the crystals. Head to the moving platform and jump on. Ride the platforms to the caged switch and enter the door on the left. Once inside, stomp on the box for a Gobbo, turn left and stomp the next box for the Green Crystal. Jump on the platforms to the side, hit the three switches and head to the platforms near the waterfall. Garb the Silver Key and go back through the door. Unlock the switch and activate it. Leap on the platform to get the Red Crystal, follow the hidden platforms up and locate the second Gobbo. Leap across the platforms to the cave. Go down the second tunnel, up onto the bars to the next set of platforms and grab the third Gobbo. Go through the door, swing across the bars, kill the mouse and head for the door on the left. Turn right and stomp the box for the next Gobbo. Hit the switch, go up the platforms and collect the Blue and Yellow Crystals.

Hop down and go through the door, turn right and smash the box near the waterfall for the Pink Crystal. Walk around the pool, jump onto the switch





▲ Leapin' lizards! Use boxes and bars to avoid hits.

and ride the platform to the area above. Head left for the fifth Gobbo and the Rainbow Door. Stomp the box for the last Gobbo and exit.







### LEVEL 2-5: SAY NO SNOW

Head down the platforms then head up to the right. Find the stationary platform and the hidden Red Crystal. Jump to the rotating platform and climb up to the right. Go down the hill to the water and across the platforms to the first Gobbo. Head to the door, hop up the platforms, across the breakaway section, jump down and turn left. Stomp the box for a Gobbo, turn to the box with the Dantini on it, kill him and collect the Green Crystal. Go back through the door, cross the platforms to the caged switch and out the door. Turn left, push the box to the door, jump up and then to the cliff. Turn right, grab the Silver Key, stomp the box for the Blue Crystal and then next box for a Gobbo.





Fall into the gorge and through the door, unlock the switch, stomp the boxes for the Gobbo, head through the door and up the cliff. Go through the next door, stomp the box for the Yellow Crystal, turn right, jump to the platform and follow the path along. Jump on the moving platform to get the Pink Crystal, head down river, smash the box for the fifth Gobbo and go through the Rainbow Door. Smash the box for the last Gobbo and exit.



▲ Work your way over the monkey bars to reach the elusive Gobbo. Watch out for Dantinis overhead.

### LEVEL 2-6: LICENCE TO CHILL

Turn left, go through the door, jump across the rafts, collect the Gold Key and head back to the start area. Turn left, down the hill, hop along the boxes and get the Gobbo in the last box. Hop across the water to find the Red Crystal in another box and the second Gobbo. Turn left, through the door and play the stomping game to get another Gobbo. Head back to the start, through the door on the right, jump across the rafts to the door and stomp the boxes for the Green Crystal.

Head through the door, to the end and get the Blue Crystal. Jump onto the next few platforms, head up the cliff, jump on the switch, run down the hill and get on the lowering platform. Jump down to get the Yellow Crystal, stomp the box for a Gobbo, turn left through the door and head down the tunnel. Hop onto the platform, turn right across the platforms, jump onto the box and grab the bars.









Swing along to get the Pink Crystal, drop down, turn right, hop to the moving platform which takes you to the fifth Gobbo.

Turn right, jump down to the Exit Gong. Run past it, go through the Rainbow Door, dodge the well snakes and grab the last Gobbo. Now exit.

Now prepare to face Demon Itsy!

### BOSS LEVEL 2: DEMON ITSY'S ICE PALACE

Follow the ice path, grab ice crystals and go through the door. Ride the arrow platform to Itsy's Lair. When he attacks, dodge his move and tail-whip him. However, once struck he splits in two. Repeat this move until he's defeated. Simple really!





▲ Tail-whip Itsy's furry frozen butt as fast as possible!

### SECRET LEVEL 2: ICE BRIDGE TO ETERNITY

Take the left bridge and hit the switch. Head to the right bridge, hit the switch, hop across the platforms and enter the door. Leap across the rafts to the next door, head left, follow the path, turn right, go across the platforms and jump down the deep pit. Now collect the Jigsaw Piece.

## DESERT ISLAND

### LEVEL 3-1: LIGHTS, CAMEL, ACTION!

Travel to the far-left for your first Gobbo, return to the start and jump down the floating platforms for the Blue Crystal. Go to the door, spring up the platforms for the Red Crystal, the Gold Key and the next Gobbo. Return to the start again and open the locked door. Turn left, jump across the platforms to the bars, swing along to pick up the Green Crystal and Silver Key. Jump to the top of the bars and ride the balloon down to the Gobbo. Cross the room to the door, enter, jelly jump onto the boxes and platforms and press the switch.





▲ Here's where the fun begins! Watch out for the drop.

Jump back on the boxes and smash the left one for a Gobbo and the right for a Yellow Crystal. Ride the moving platform to the exit, jump on the elephant's back, head to the left and up the platforms to the red switch. Go back down to the elephant, use the new platforms to reach the fifth Gobbo and Pink Crystal. Go to the fourth room, into the Rainbow Door, avoiding the crystals and getting to the exit as quickly as possible.

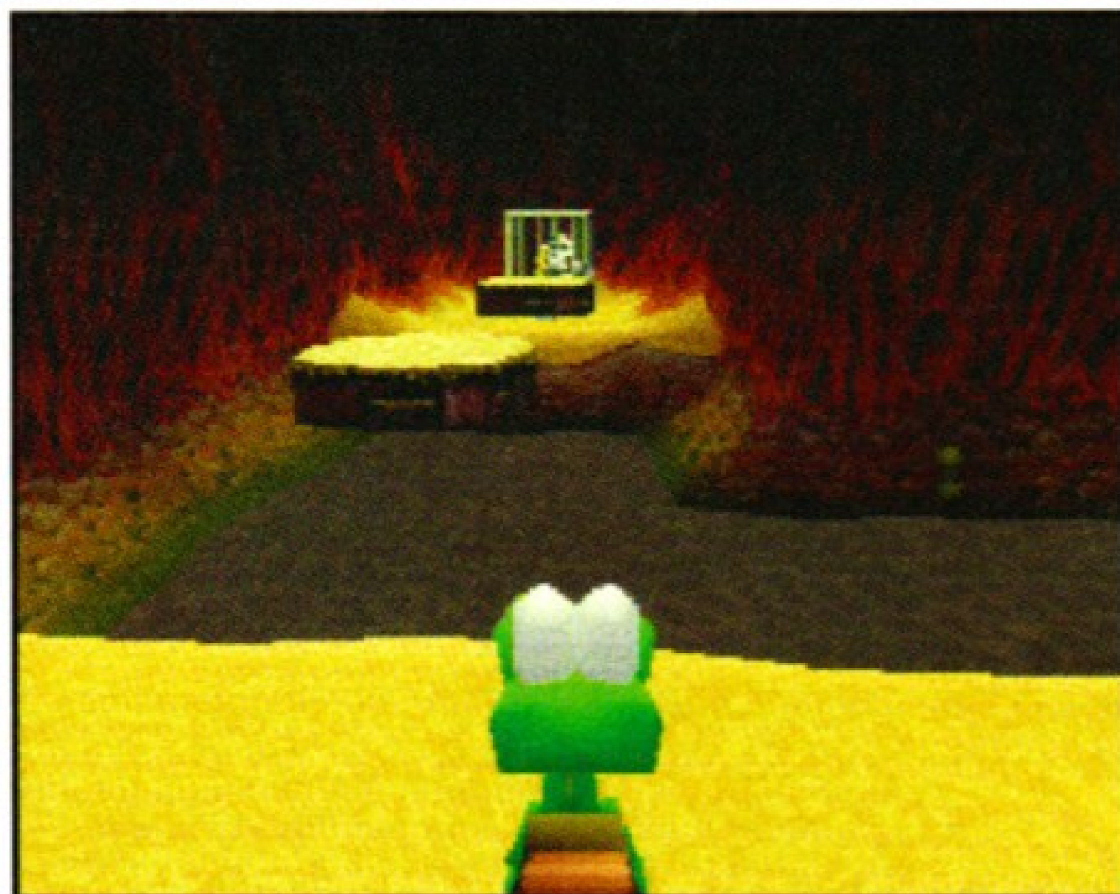


▲ Time Croc's jumps to avoid being hit by the green Dantinis. Remember to pick up the Blue Crystal on the way.

## LEVEL 3-2: MUD PIT MANIA

Jump right, climb along the bars to a floating platform and behind the well for the Silver Key. Return to the platforms, up to the bars and the box containing the Red Crystal. Head to the start area, use the platforms to get to a room with a caged switch, press it and ride the next platform up to a Gobbo. Return to the well, jump inside, ride the bars to the second Gobbo. Return to the well and along the path, jump right to a second well and then a third well. Jump in, push the box to the edge of the pit and grab the Silver Key.

Free the Gobbo in the upper-left corner of the room and collect the Green Crystal. Return to the second well, turn left, jump to the bars and collect the Blue Crystal. Return to the two boxes, smash them for crystals and another Gobbo. Turn right and jump into the second well. Swim through the electric gate on the left, garb the camouflaged Pink Crystal, continue and grab the Silver Key. Go the next room and free the Gobbo. Head for the cave at the end, switch on the light, turn right and across the platforms. Find the box containing the Yellow Crystal and enter the Rainbow Door. Race the ghost, avoid the crystals, take the left path, grab the Silver Key and take the right path. Release the Gobbo and take the left path for the last Gobbo.







## LEVEL 3-3: GOIN' UNDERGROUND

Follow the crystals and platforms across the lava, hit the switch, ride the platform up and grab the Red Crystal. Free the Gobbo in the box, exit, turn right, leap across the platforms and grab the Green Crystal in the box. Jump to the left to collect another Gobbo, return to the section start area and enter the door left of the entrance. Smash the boxes for the third Gobbo and Yellow Crystal. Cross the lava pit, collect the Gold









Key, return to the locked door in the first section, enter the room and press the switch. Guide the platform to the far-right and press the second switch. Repeat this process until all five switches are on.

Ride the platform to the next Gobbo, enter the door and jump into the water. Swim to the right and get the Silver Key. Head left for the Pink Crystal, exit the water and open the caged red switch. Jump up the platforms to the bars and hang off to get the next Gobbo. Return to the platform stairway, cross the lava, stomp the right-hand box for the Blue Crystal and



enter the Rainbow Door.

You'll race another ghost so turn left, past the Gobbo, grab the balloon and pick up the Silver Key. Return to the Gobbo, free him and exit.

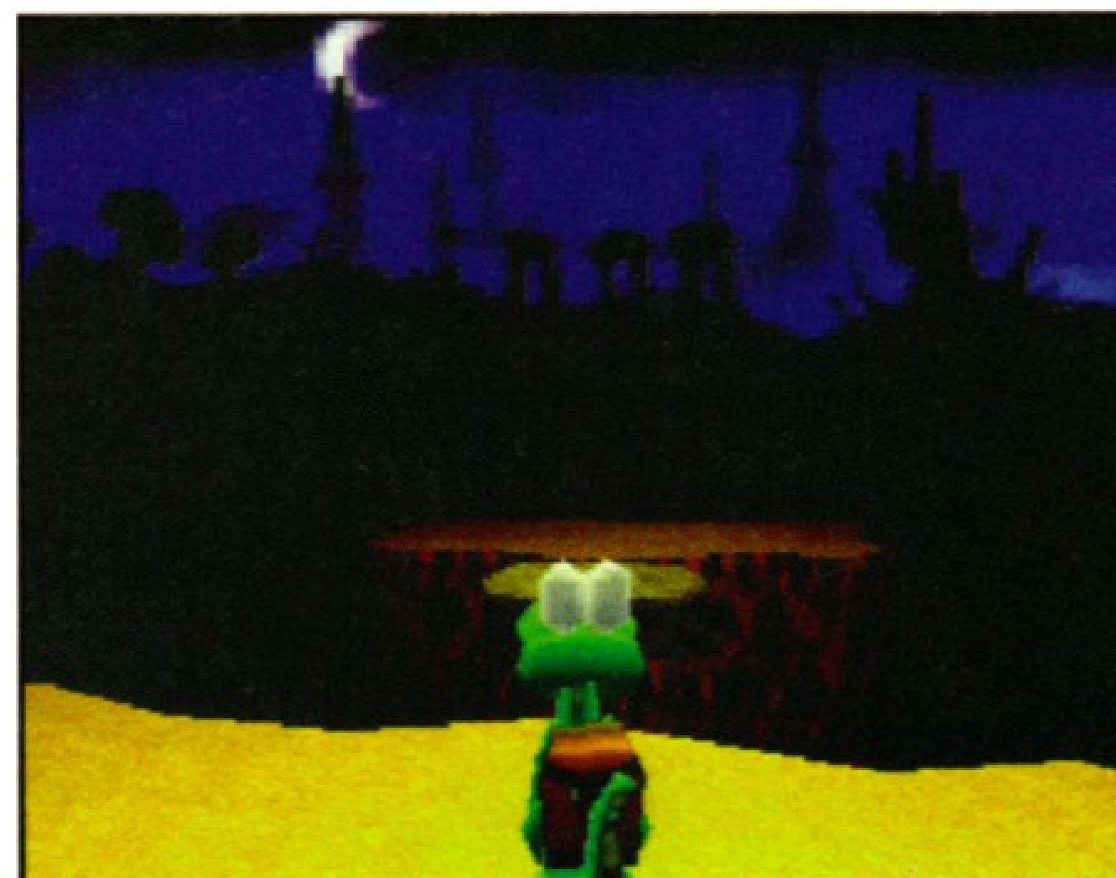
## BOSS LEVEL 3: THE DEADLY TANK OF NEPTUNA

Break the two boxes to collect crystals. Tail-whip bad guys on the way to Neptuna and pass carefully through the electrified gates. Stay away from Neptuna as he swings his trident and wait until he scratches his head. Quickly move in and hit him three times to sink his scaly hide.



## SECRET LEVEL 3: ARABIAN HEIGHTS

Activate the switch in front of you, turn around and head along the platform to the left. Hop onto the blue and gold platform, turn to the right, head along the breakaway platform to the right for a free life heart. Turn around, head to the right and hop to the next

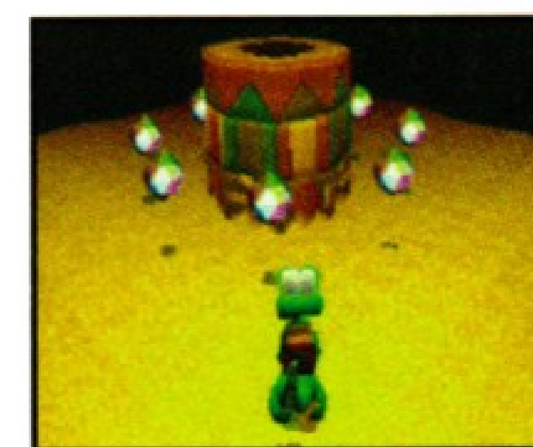






ledge. Follow the left path to a well and fall in. Hop on the rotating platform, kill the bad guy, continue along the platforms to the door. Follow the path to the next well and jump in. Move along the rotating platforms, kill the Dantini and leap to the other side for the Jigsaw Piece.





▲ Darkness hampers Croc's adventure on this stage.

## LEVEL 3-4: SAND AND FREEDOM

Walk to the second box, avoid the whirlwind and collect the Red Crystal from the box. Head back to the start, follow the right-hand path and get the first Gobbo. Return to the start, take the left path to the balloon and ride it down to a Silver Key. Open the cage, press the switch, head for room two and cross the bars on the way to the Green Crystal. Head to the caged Gobbo, up to the bars and get another Silver Key. Free the Gobbo, go through the door, jump to the bars and jelly jump up to the platform

Continue up and cross the floating platforms for a Gold Key and Blue Crystal. Go back and ride the balloon to the exit door. Unlock it, press the caged switch, cross the platforms to the right, enter the door to reach room six. Continue along the path, defeating scorpions and jumping over green pools. Grab the camouflaged Pink Crystal and the Gold Key and return to the fifth section. Walk left across the floating platforms, press the red switch, return to the start of the room, ride the platform and collect the Yellow Crystal. Smash the box for the Gobbo, go to the section start area and use the left-hand path to reach the Silver Key.

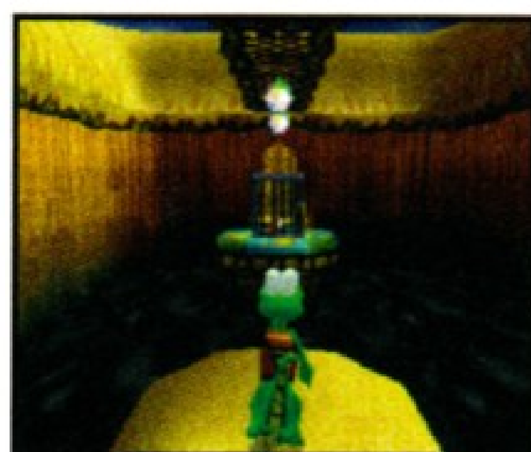
Exit the room and return to the fourth section, jump to the left, open the caged switch and press it. Head back up the stairway to the right and get the fourth Gobbo. Open the locked door, in the seventh room jump across the platforms, head left across the bars and get the fifth Gobbo. Return to the central section of the room, cross to the Rainbow Door, race the ghost again and head right. Ride the balloon to the Silver Key and the last Gobbo.













▲ You'll only be able to open that door with a Gold Key.



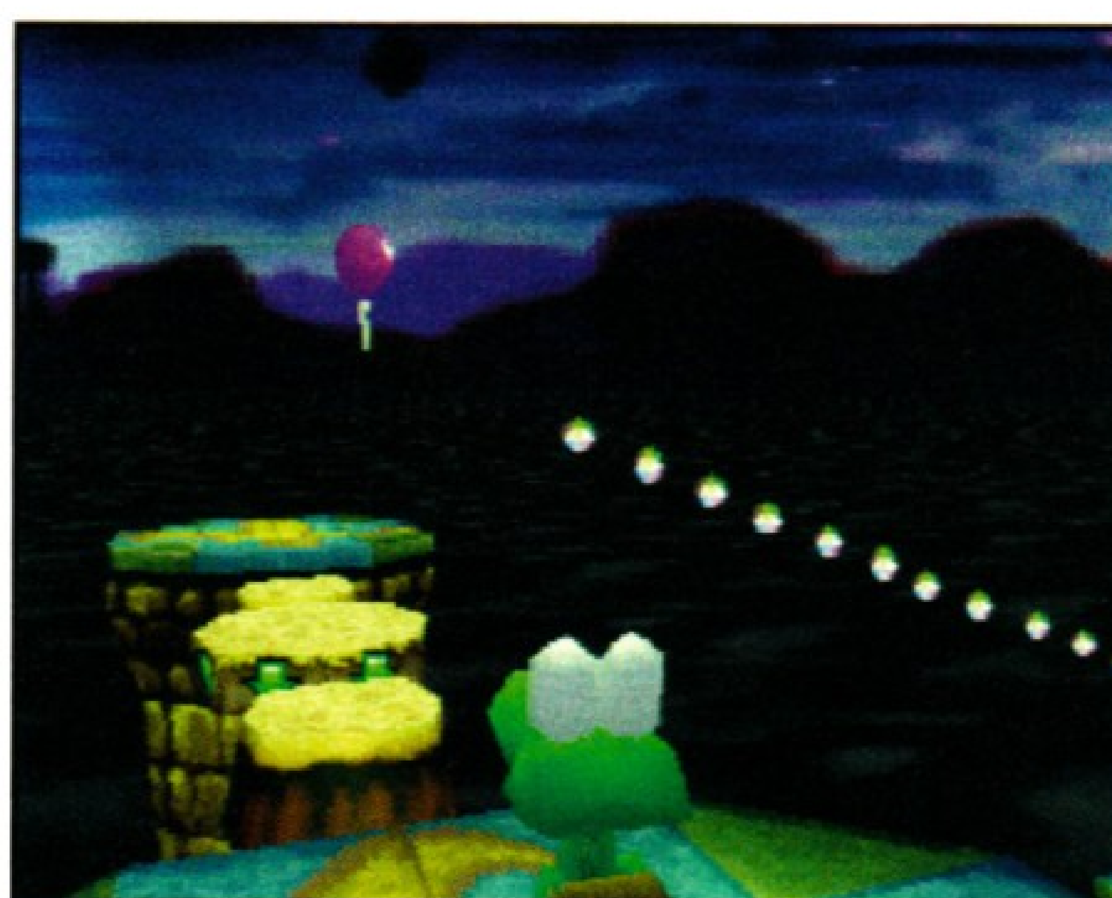


## LEVEL 3-5: LEAP OF FAITH

Cross the platform, ride the balloon, climb the winding stairs and open the box for a Red Crystal. Climb the steps to the top and collect the Silver Key. Ride the balloon to the first Gobbo, cross the floating platforms to the left and enter the well. Run along the pillars to collect a Green Crystal and Silver Key. Go right for the next Gobbo, enter the well and climb the steps, jump to the platform and press the switch. Open the box nearest you for another Gobbo.

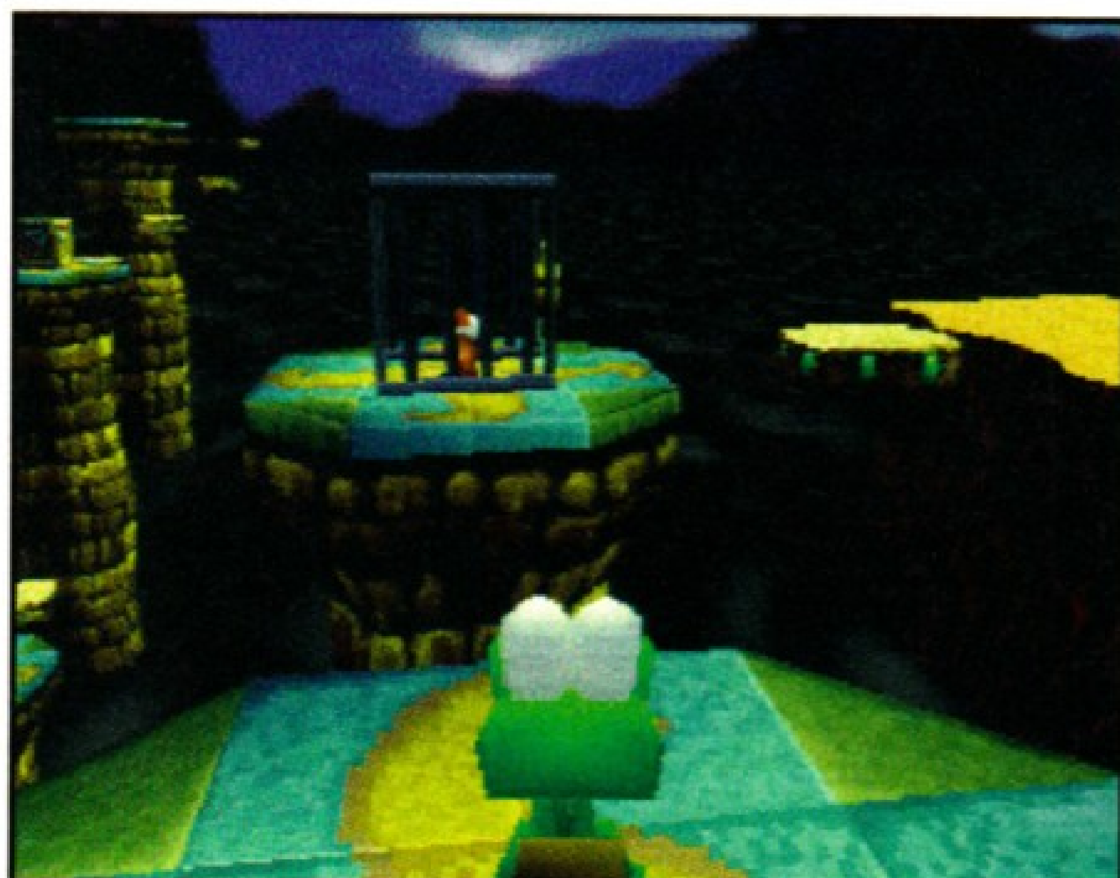
Enter the well to the left, jump up the blue pillar and press the switch. Go right for a Blue Crystal and the next well. Jump in and go across the chasm to the monkey bars. Smash all the boxes on the pillars to find a Gobbo and Yellow Crystal. Walk along the bars to the exit, push the box to the right and jump on the rising platform. You'll find a Pink Crystal, head back outside, jump across the pillars and press the red switch. Jump across the platform to the right and get the fifth Gobbo, enter the Rainbow Door.

Here you'll race another ghost to the monkey bars. At the three-way split, take the right path. Pass the caged switch, get the Silver Key and then open it. Press the switch, head to the Gong for the final Gobbo and exit.





▲ Small platforms require some nifty footwork.









▲ Here's your final destination. Hop in the pipe to exit.



## LEVEL 3-6: LIFE'S A BEACH

Jump to the floating platforms and to the left platform for a Red Crystal. Head through the door, walk along the left wall and smash the box at the end for a Gobbo. Return to the entrance, collect the Gold Key and return to the first section. Cross the opening room and enter the right-hand door. Take the first two right turns to the floating platform and collect the Green Crystal. Travel right, press the switch and head to the left moving platform for the Silver Key. Return to the first section and free the caged Gobbo.

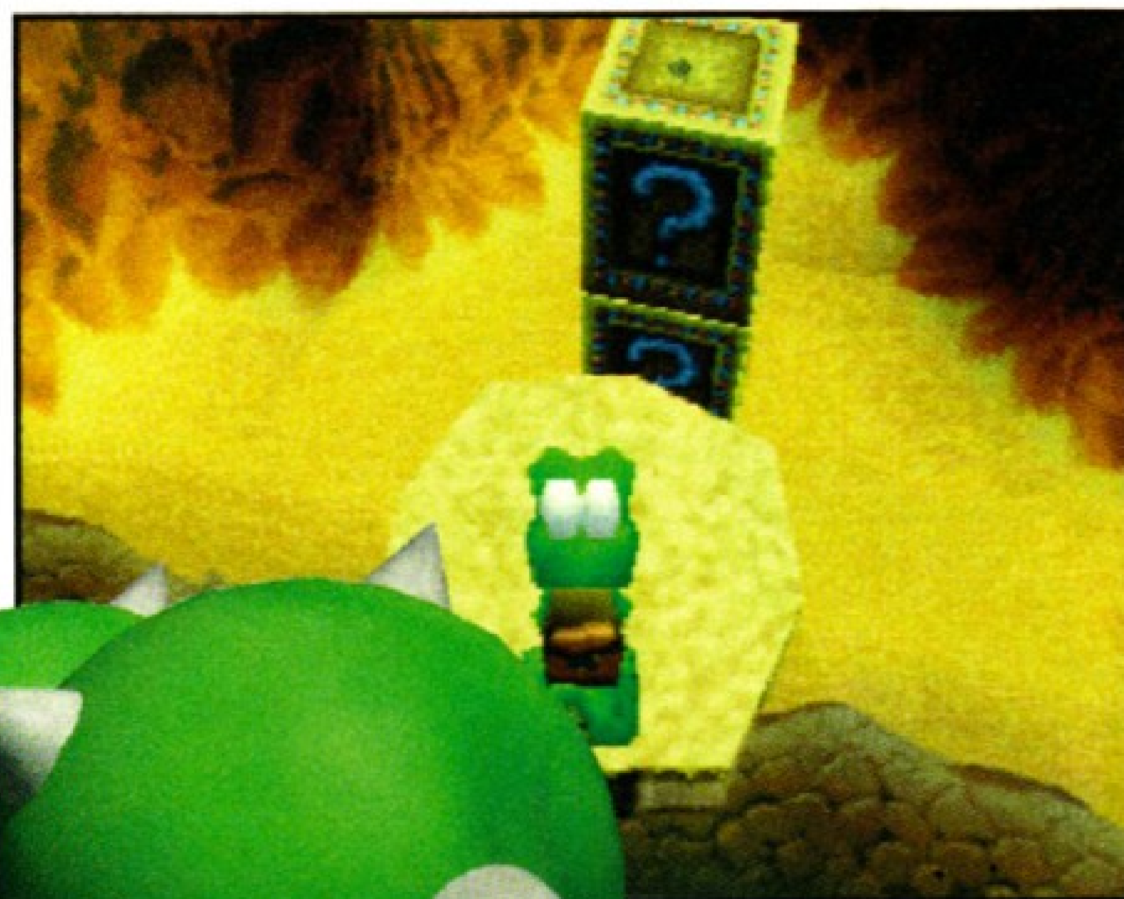
Go through the locked door, walk ahead and light the lamp. Walk right, jump up to the monkey bars, swing along, jump left and grab the Silver Key. Return to the bars, and carry on to the next Gobbo. Walk left and go through the door. Jump to the second box, across the bars and collect the Gold Key above the second jelly. Return to the second box and smash it for a Yellow Crystal. Return to the section starting area, enter the well, take the first right-hand turn then right again. At the end of the hall is a box containing a Blue Crystal. Open the door, cross the red platforms and grab the Silver Key. Jump up the platforms to get the Gobbo, go the opposite end of the room and open the left box for the Pink Crystal.

Use the exit door, climb the winding stairway to the right, press the switch and return to the start of the room. Climb the new stairway to the left and get the fifth Gobbo. Go through the Rainbow Door, race the ghost, use the arrow platform to get across the chasm and grab the Silver Key. Get the last Gobbo and exit.













▲ Keep your eyes peeled for mud pits and Dantinis.

▲ Remember to stock up on hearts before tackling the next boss.

## BOSS LEVEL 4: CACTUS JACK'S BRANCH

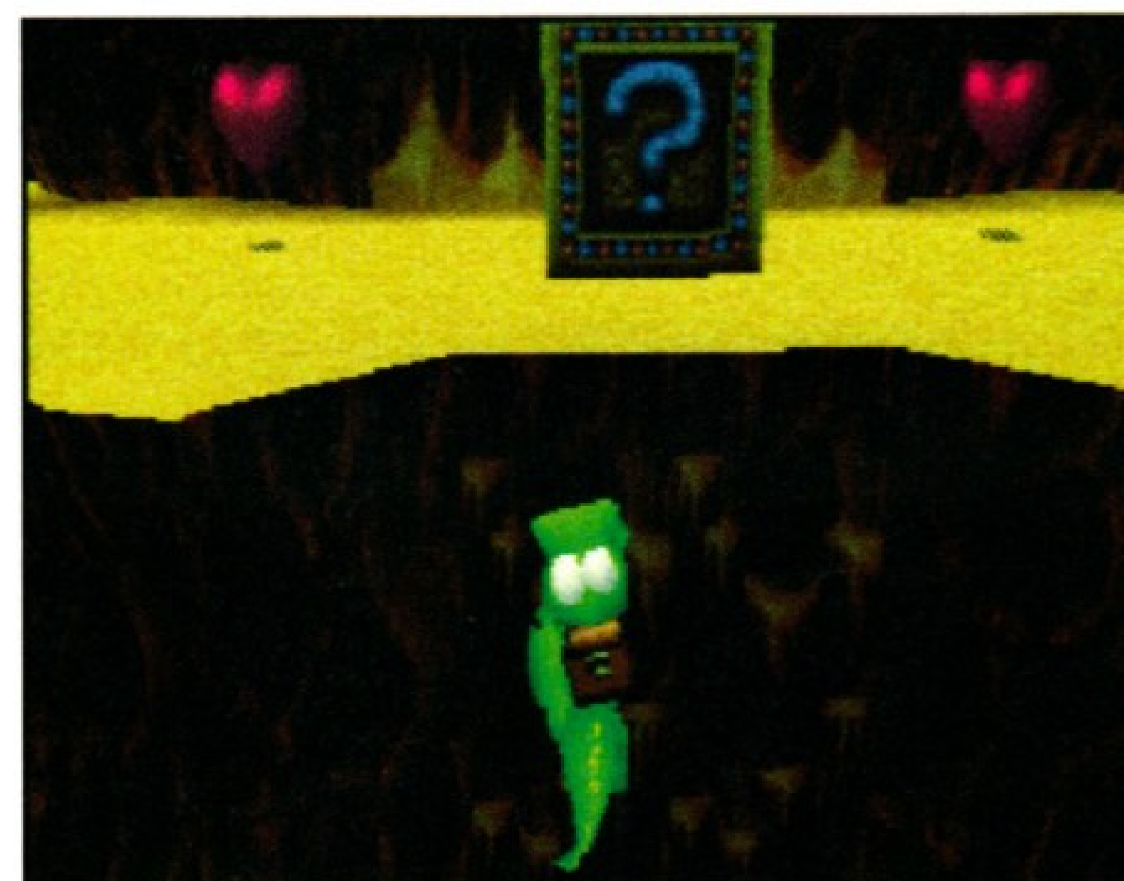
Collect the free life hearts and crystals. In room two, cross the pillars to the other side, The third room contains Cactus Jack. Circle left immediately, dodge his missiles and wait until he stops spinning. When he stops, tail-whip him. Repeat this pattern three times for victory.





## SECRET LEVEL 4: DEFEATO BURRITO

Turn and climb the wall. Collect the free life hearts, continue up the wall to the circling platforms and enter the well. Head through the next area from platform to platform to the fourth room. Enter the underground chamber, head to the Silver Key, free the switch and press it. Stand on the rising platform and grab the Jigsaw Piece.





## TO BE CONCLUDED... NEXT MONTH!

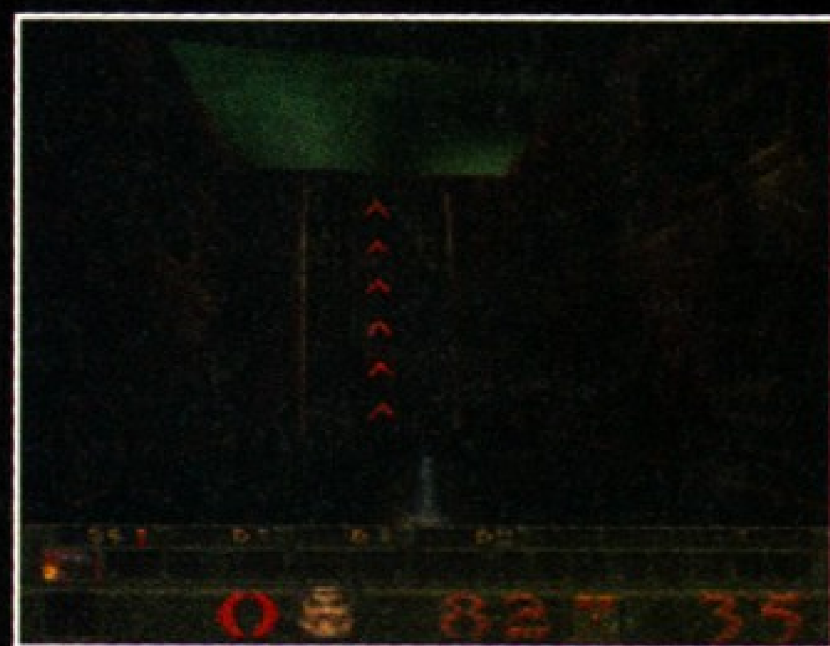
# QUAKE

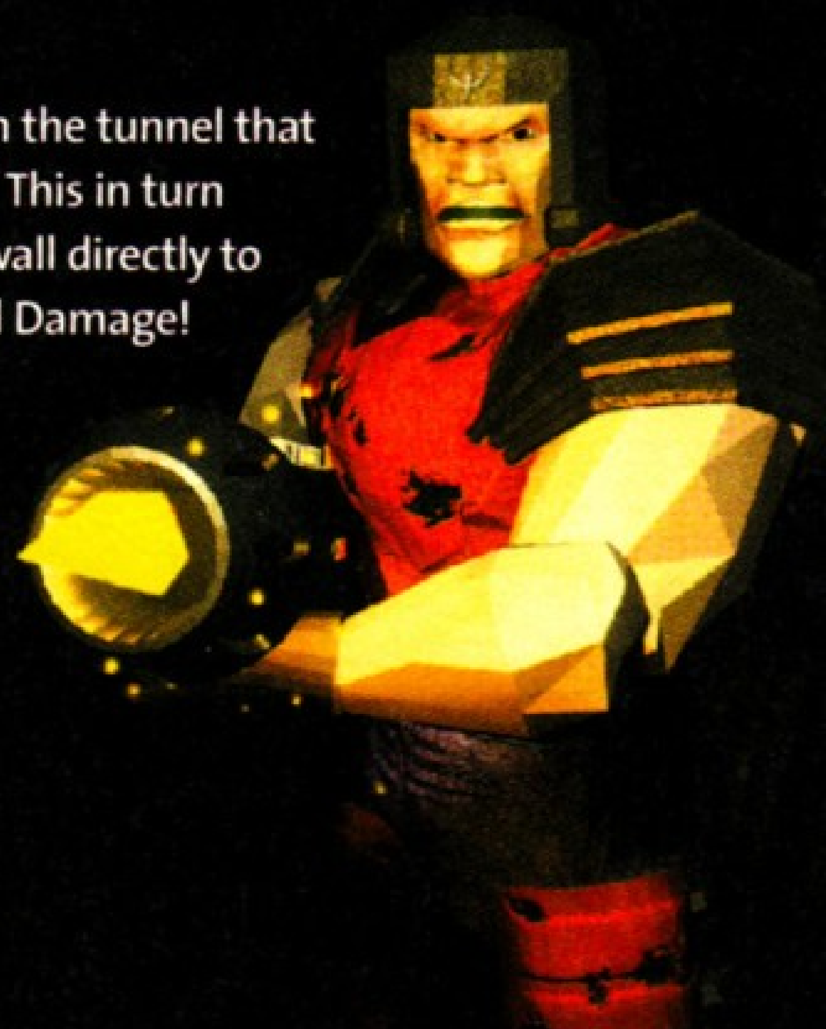
## Secrets Out PART 4

Here we go with "closure" on our mammoth Quake coverage. The last set of secrets are exposed here for your gaming pleasure. Get all the secrets on every episode and you get a 3D model of the programmer's house to look at! And yes, the end-boss is a bit of a let-down, but it was the same on the PC version. Hmmmmm. Still, let's get on with it.

### E4M1: The Sewer System:

Secret One: Drop into the water and go down the tunnel that leads to a series of arrows pointing upwards. This in turn takes you to a lift. Ride it up then shoot the wall directly to the right for a 150 Yellow Armour and a Quad Damage!





Secret Two: Go through the Gold Key Door and around the hallway until you reach a ramp. Walk up to the top of the ramp and then jump, headbutting the light fitting above. A wall drops down next to you, leading to a Quad Damage and 100 Health!





Secret Three: Once you've activated the switch the opens the floodgates and gone through the unblocked passage, you end up on a balcony overlooking the Slipgate exit. Now go back to the entrance to this room and look above it - there's a red Quake symbol! Shoot it to reveal a Slipgate taking you back to the Gold Key Door.





Secret Four: Jump into the pool outside the revealed Slipgate in the last secret. Go through the gates at the bottom and into a room with grunts that materialise in each corner. Look at the ceiling and you'll see the surface of a water pool, leading to a secret room!





### E4M2: The Tower of Despair:

Secret One: Drop down the shaft and shoot the main window. This reveals a dagger directly underneath - press this to open the cages in the corners of the room, giving you a double-barrelled shotgun!





Secret Two: Leave the first room and follow the passage right. This takes you to a dead-end... but the far wall can be shot revealing a Ring of Shadows and some health!







Secret Three: Stay in the room with the Ring of Shadows and wait for the door to close. This reveals a dagger on the wall. Press it then leave the room. There should a hole in the floor around the corner leading to TWO green armour suits! You need to jump at the first to get it before you warp out.




Secret Four: When you reach the big open area with another window and a platform suspended in front of some wooden beams, jump onto the beams and scale them until you enter a small passage. Follow it to the end and you'll see a beam with a 100 Health below. Drop onto it.




Secret Five: Go back to the room with the window and wooden beams, scale the beams and jump onto the suspended platform. Shoot the window to open it and jump through. Follow the passage to the end but don't activate the dagger. Instead, shoot the wall behind the health to the right to reveal another secret room!



## E4M3: The Elder God Shrine:

Secret One: Once you've destroyed all the zombies in the graveyard, take the warp out. Kill the Scrags, ride the elevator up and then walk through the windows directly ahead of you. Inside is perhaps the coolest secret of all - a special Dank and Scuz Quake comic! Once the level is complete, access the main menu with the START button and the comic is yours!




Secret Two: From the ledge turn left and go through the portal. You'll find yourself walking along some very long stone corridors (with nice windows). Eventually you'll find a brown glowing switch on the wall. Push it and the floor drops, revealing all manner of goodies. Press the newly revealed switch to activate the secret.




Secret Three: Leading directly on from the last secret, back off the lift just as you press the button. The lift rises without you, revealing a warp leading to some health, ammo and a 200 Red Armour! Not bad eh?




## E4M4: The Palace of Hate:

Secret One: When you enter the large room after the first ramp, take a left and check out the centre structure. Above the doorway is a symbol. Blast it to open a secret cache directly behind you, which has a Pentagram of Protection!



Secret Two: The pool of water inside the centre structure is a pool of healing. Just entering it activates a secret. So do so.




Secret Three: Climb the stairs behind the healing pool and go down the dark corridor. Keep your eyes for a corridor to the right though. Enter it and you'll find that there's a lift below you. Back off it and allow it to rise, then go into the resulting hole, which leads to a 200 Red Armour!





Secret Four: Ride the lift described in the last secret and then take a right and follow the hall all the way round - take the first right you find. Now cross the ramp, and go right, following the hall right to the end. The walls will lower and there'll be a lift on the left leading to a Quad Damage and a warp out!







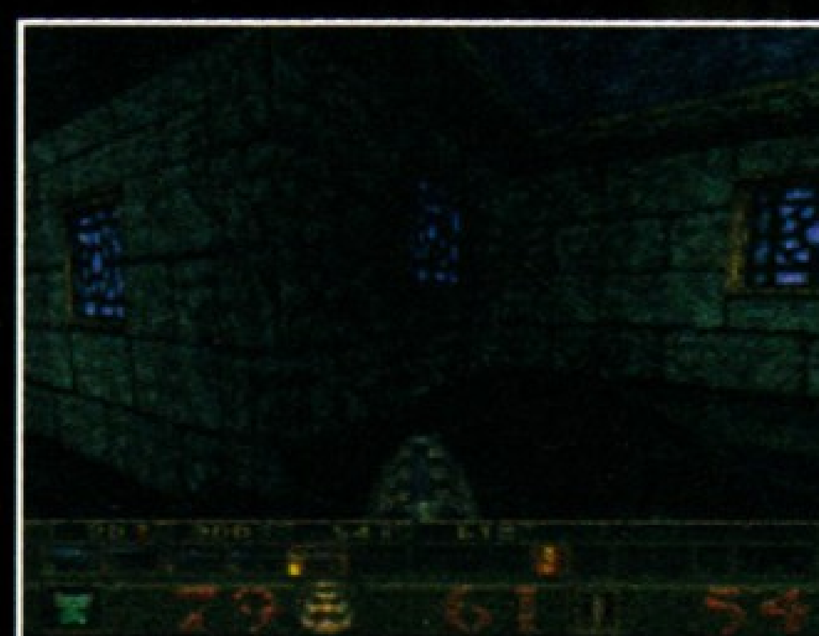
Secret Five: When you get to the Silver Key, you'll notice a warp next to it which you can't jump into (it's just a bit too high). The secret here is to position yourself under the warp, point down as far as you can and fire a grenade. Now right at the same time as the grenade explodes, jump. The extra power sends you flying into a secret area with a Ring of Shadows!

## E4M5: Hell's Atrium:

Secret One: Once through the Gold Key Door, press the button on the floor. Get on the resulting lift, turn around and shoot the red Quake symbol. A bridge rises, allowing you access to tons of health, a 100 Health Box and a Quad Damage as well! A goodie bonanza no less.



Secret Two: In roughly the same area there's a perforator surrounded by zombies. On the wall to the left is a window that's darker than the others. Shoot it and the wall adjacent opens, revealing some ammo and a Ring of Shadows (which comes in handy!).





Secret Three: After dropping down into the new area, wander about until you find the lighting gun - enter the adjacent stone passage and explore this area until you come to an area of stain glass windows with a switch in the middle. Press the switch and walk into the alcove the window ahead of you has revealed. Shoot the end wall and ride the lift up. Inside the slime pool is a Yellow Armour and a



Secret Four: Use the route in Secret Three to get onto the ledges above the stone area. Leap around the ledges for a while and eventually you should chance upon a stone passage leading to the rafters above the wooden area. Aside from a little ammo, there's little in the way of goodies though.





Secret Level: Get the Silver Key and go back to the area of the level with the Silver Lock (it's on the floor). DON'T press it! Instead leap onto the pillars in the lava and get to the other side that way. You'll find a Silver Key Door leading to the last secret level! Like the last one, there aren't any secrets there to worry about. But you do get a Rocket Launcher!

## E4M6: The Pain Maze:

Secret One: Jump down and turn right. There are four pillars supporting the ceiling. The one nearest to you has a switch around the back that opens a wall next to the entrance to the room. This warps you to a stage far later on in the level.



Secret Two: From the start, jump down and enter the main room. Now take a right and go through the door and jump into the pool. Go along the passage and you can't fail to notice an exit above leading to a secret area with a ThunderBolt, biosuit and rockets.



Secret Three: Continue onwards through the underwater passage just described. When you emerge into the main pool area, swim around to the rear of the centre structure. The green texture hides a false wall - blast it to reveal some ammo and a Pentagram of Protection!





Secret Four: Once you have the Gold Key return to the area mentioned in Secret Three. Ride the lift up as far as you can and then shoot the design on the ceiling. You'll notice that a beam rises allowing you access to an alcove near the top that has a 200 Red Armour in it. Wait for the beam to fall, jump onto it then shoot the design again to get to the armour!



## E4M7: Azure Agony:

Secret One: You see a 200 Red Armour ahead of you and in an alcove to the left is a Quad Damage. Collect the Quad and you fall into some harmful slime. Avoid the first Slipgate and go around the corner and through another. You're warped into the Red Armour area. Flip the switch on the wall to stock up on ammo!





Secret Two: Once you have the Red Armour jump out, turn left and go forwards, taking the stairs to the left. Follow the passage, going down two flights of stairs (the second has a Vore on the platform above). Ahead of you should be red Quake symbol behind some stairs. Shoot the symbol and stay on the stairs - which now lead to a Ring of Shadows!



Secret Three: On the platform where you got the Ring of Shadows, shoot the symbol directly below the 100 Health box. A door to the right opens with a Quad Damage (and a Vore!) inside! Blast the mother away and collect that Quad. There's a Shambler around the corner where you shot the Red Quake Symbol.





Secret Four and Five: Staying on the same platform, just to the left of where the Ring of Shadows was are two blue walls which are lit up. Shoot both of these walls to reveal extra rockets. You get a secret per wall shot so don't forget to do both!





Secret Six: When you reach the bridge with the red symbol in the ceiling overhead, shoot the symbol and jump into the water and press the wooden Quake button in the wall. There's a Quad Damage in the water too which comes in handy for the Vores around the corner (a bit of tactical thinking there!). Go through the warp.



Secret Seven: The warp on Secret Six leads back to where you jumped into the water. Retrace your steps to the red-walled area and you'll find that one of the dead-ends has opened up, revealing some ammo



Secret Eight: When you reach the Silver Key room with the cross-shaped platforms on water, jump into the water and go under the right ramp. Shoot the wall to reveal a warp leading to the 100 Health box talked about in Secret Three!



Secret Nine: Go back to the Silver Key room and repeat the same process used in Secret Eight, only this time favouring the wall on the far ramp ahead of you. Collect those rockets!





## Shub Niggurath's Pit:

Secret One: Work your way around the path that surrounds the lava pool with Shug Niggurath in the centre. Instead of going through the Slipgate at the end, look down over the ledge. You'll see a path you can drop down to, which leads to a small room with a Quad Damage. A shame you've killed just about everything by the time you reach it. Oh well.



# COIN-OPERATED

**By the time you read this, both the ATEI and AOU shows will have taken place and we'll be ogling over screen shots of the hottest arcade games due in 1998! With so many cool coin-ops on the horizon, the quality of future console conversions looks promising indeed. MATT YEO reports.**

Held at London's Earl's Court from January 27-29, the ATEI show is traditionally the premier UK event for coin-op companies wishing to display their forthcoming machines. While Japanese shows are always flashy and feature more games, the ATEI is earning a name for itself as a respected European event. In fact it was apparent that this year's show had a little more clout than usual by the number of previously unseen coin-ops making their world premieres. Many of these had never been seen by the Japanese press - yet another feather in the ATEI's cap.




### SEGA SHINES

Chief among these were a couple of stunning sequels, Sega Rally and Time Crisis 2 (see pages 94-95), both of which drew huge crowds for the show's full three day onslaught. While Sega were obviously proud of their latest racing achievement, there were a handful of other amazing titles dotted around their stand. We've already mentioned Harley Davidson & LA Riders in these pages, but our first actual hands-on playtest was a blast. There we were, bombing around Hollywood Boulevard on are souped-up bikes, checking out the realistic Model 3 scenery and having four player link-up races. Brilliant stuff. Also worthy of mention at Sega's stand were Get Bass, the massive Lost World arcade theatre, Motor Raid and Le Man 24.




### NUFF RESPECT, NAMCO!

Not to be outdone by its chief competitor, Namco occupied a sizable chunk of the show floor with a number of outstanding machines on display. Time Crisis 2 was the surprise hit of the event, but we also got our feet wet with the hilarious Rapid River, paddling our arses off and working up a real sweat. Downhill Bikers also gave Rich much amusement as he pumped his buns up and down on the full size BMX peripheral. Ehrgeiz has been developed in collaboration with the legendary Squaresoft and as such features new twists on the beat 'em up genre, delivering a stunning 3D fighting game that even




▲ Both Get Bass and Lost World Special were at the ATEI.






▲ Sega provided visitors with some of the best thrills thanks to linked-up Harley Davidson and Sega Rally 2 cabinets!






▲ The Master takes on all-comers at Marvel vs Capcom.





puts Namco's own Tekken 3 to shame. On the sports side, Libero Grande is a soccer game where you control only one player on a complete side. You can't control the other players, but you choose when they should pass to you, and when they get the ball.

### BEST OF THE REST

While the big boys duked it, smaller coin-op companies delivered more decent titles with Konami unveiling Fighting Wu-Shu for the first time in the UK, although the game still doesn't appear to have the longterm playability Virtua Fighter 3. Their second Cobra board title, Racing Jam, failed to attract much attention, although we did see a Konami rep checking out Sega Rally 2 - possibly looking for inspiration. Nick had a laugh with Hip Hop Mania, mixing tracks using twin turntables while using cliched DJ phrases like "check it!" and "wicked!" Midway had an embarrassing line-up, including Off Road Challenge and NFL Blitz, and Capcom unleashed the awesome Marvel vs Capcom (see page 95) and the quirky 3D beat 'em up, Rival Schools.

On the downside, Sega failed to deliver even a partially complete Virtual On Oratorio Tangram, no one beat Rich at Marvel vs Capcom and Lee stayed away from the booze yet again. Not a bad show alround and next year should be even hotter! For more cool arcade coverage, make sure you check out our AOU Show feature on pages 14-17.












▲ Midway's Off Road Challenge failed to impress.



▲ DJ Nick mixes it big time with the London crew. Massive?




▲ Oy, that's the SSM crew down there! Give us a wave lads!

# SEGA RALLY 2

| | |
|---|---|
| BY | AM ANNEX |
| BOARD | MODEL 3 |
| TYPE | DRIVING |
| COMPLETE | 80% |




▲ Check out the details such as crowds and billboards.



The most popular game to appear at the recent ATEI Show was the long-awaited Sega Rally 2. After exhaustively playing and eventually finishing the 80% complete version on display, any reservations as to the quality of AM Annex's sequel were quickly dispelled.

Instead of attempting anything radically different with Sega Rally 2, AM Annex have built upon the basic gameplay elements of the original coin-op to produce an ultra-realistic driving experience. For starters, there's a much greater variety of vehicles to choose from in the sequel (at least eight that we know of), including the original Lancia Delta and Toyota Celica. There's also a decent smattering of new circuits to whiz around, from the Monaco-inspired Riviera circuit to the dusty Desert track. Not to mention a GTI Club-style hand brake for some of the more challenging hairpin bends.



▲ The winter track is now in and looking very cool!

But what you really want to know is how it plays, right? Well, quite simply there's nothing like it out there at the moment. AM Annex have managed to successfully create an incredibly realistic driving experience. The feeling of being there in the thick of things is superb, heightened by the incredible steering feedback from the different road surfaces, awesome rumbling seats and realistic physics of each of the real-life vehicles. Trust us - it'll blow you away!

On the visual side, the Model 3-powered Sega Rally 2 doesn't disappoint. Each of the superbly crafted circuits feature incredible near-as-damn-it photo-realistic environments, but it's AM Annex's meticulous attention to detail which really impressed. The crowd for example, respond to your every movement, leaping out of harm's way if the cars get too close. Then there are the incredible real-time reflections on the windows and bodywork of each vehicles and vastly improved mud-slinging effects off the rear wheels. It's all very impressive.




Of course, the version we played was only 80% complete and AM Annex are planning to include plenty more features before the game is released. Flashing cameras and changing weather effects are strongly rumoured to be making it into the finished game, but this is just speculation at this point. In any case, we can't wait for the final product and strongly urge all our readers to give it a test drive.



▲ The Riveria circuit is supposed to be the last track in the game, but we hear mutterings of one or more hidden courses!



▲ The handbrake aids in tight turns and cornering.



## MARVEL VS CAPCOM

| | |
|---|---|
| BY | CAPCOM |
| BOARD | CP-SYSTEM II |
| TYPE | 2D BEAT 'EM UP |
| COMPLETE | 100% |







The ATEI Show witnessed the official UK unveiling of the latest comic Capcom battler: Marvel vs Capcom. It has to be said that a great many hopes were pinned on the quality of this game after the huge lack of ideas shown in its predecessor, Marvel Super Heroes vs Street Fighter, which was essentially a (small) upgrade to X-Men vs Street Fighter. The good news is that Capcom's fans haven't been let down. Marvel vs Capcom is a return to form for the Japanese arcade giant, with a huge amount of new characters gleaned from Capcom's past, including Strider Hiryu, MegaMan, Captain Commando and Jin (from Cyberbots). Marvel fans benefit form an awesome DarkStalkers-esque rendition of Venom, Spider-Man's arch-nemesis.








Gameplay-wise, there's little to surprise you. The Marvel engine has been jazzed up slightly with the addition of support characters (press medium punch and kick together to activate them) plus there are also extra moves for some of the established fighters, but other than that, it's business as usual - just sit back and enjoy the intense combat. Unbelievably, Capcom have managed to improve on the graphics over Marvel Super Heroes. All of the characters' super moves benefit from greatly improved graphics. The end boss is cool as well. This time Capcom have opted for über-meanie Onslaught, star of the all-Marvel Comics crossover last year that resulted in the destruction of the Avengers and the Fantastic Four.

The only real downside to Marvel vs Capcom (and it is a small one) is the inclusion of War Machine as a "new character". Basically, he's just Iron Man with a paint job.

Other than that minor disappointment, Marvel vs Capcom was a definite winner... and just about the only non-dedicated cabinet arcade game at the ATEI that was worth bothering with.

## TIME CRISIS 2

| | |
|---|---|
| BY | NAMCO |
| BOARD | SYSTEM 23 |
| TYPE | LIGHTGUN SHOOTER |
| COMPLETE | 80% |




From out of nowhere came Namco's show-stealing shoot 'em up sequel, Time Crisis 2! With UK shows rarely receiving new titles before they debut in Japan, the first public unveiling of their lightgun extravaganza was met with much excitement. Arcade fans will remember that the original game caused a bit of stir with its unique combination of System 22 powered polygon visuals, fast-paced action and foot pedal activated ducking feature. They say "if ain't broken, don't fix it" and that phrase certainly rings true with Time Crisis 2. The game now boasts an amazing cooperative two players option (although you can opt for a single player mode) allowing some cool linked cabinet action.

Both players work together to help each other through terrorist-packed stages, armed with recoiling guns and their own individual ducking pedals. However, instead of simply taking the same routes, players help each other out from different firing positions. For instance, at a deserted train yard, one player hides behind crates taking enemy fire while their partner nips up a flight of stairs to sneakily pick off the bad guys! Other highlights include a thrilling boat chase, powerful weapons such as a machine gun and huge bosses.









# COIN-OPERATED EXTRA

It's been a few months since we've printed any Coin-Operated cheats, but this month we're presented a handful of the coolest arcade secrets around. Sega's Model 3 games certainly look fantastic, but did you know that many of them contain nifty hidden goodies? Thought not. WARREN HARROD tested 'em all out so blame him if they don't work.

## LE MANS 24

### FLYING UFO

Beat each course record and get a time quicker than Salty Circuit (1 min, 15 sec) or City Circuit (1 min, 8 sec). As your record time appears, a UFO will fly across the sky in the distance. It's quick so you'll need to keep an eye out for it. This is rock hard to get because of the tough time required. Only mega racers are gonna pull off this one!



### RACE QUEEN'S KNICKERS

Complete the endurance race and the S or SS Ranking screen appears as well as a couple of race queen beauties. You can now control the camera! The controls are as follows: accelerator = zoom in, brake = zoom out, steering wheel = rotate camera horizontally. If you get on to the SS rank screen then the gear stick rotates the camera vertically. This allows you to point the camera right up the race queen's dress and look at her knickers. By the way... they're white!





### DRIVE A PORSCHE 917K

Complete the 24 hour endurance course then you can race against the Porsche 917K on the extra track. However, to actually drive this four-wheeled fantasy car follow these instructions. On the car select screen, turn the steering wheel all the way to the left, then simultaneously press View Point Button 1, View Point Button 2 and the brake. Now press the Accelerator Pedal. Voila, the Porsche is all yours!

### CHANGE CAR COLOUR

Each car in the race actually has more than one selectable colour. Follow these tips, folks: When selecting your car, simultaneously press the Start Button, View Point Button 1 and press the Accelerator Pedal.







▲ Hey, what a surprise... you can play as Sonic in a Sega game! Don't let anyone tell you originality is dead.



### SONIC BUGGY and POCHI POCHI BUGGY

You can get to drive a neat off-road buggy as either Sonic or a mysterious dog! It's not very fast (basically the same performance as the Mazuda 787B) but it's still worth a laugh. Here's how: On the car select screen, turn the steering all the way to the left while simultaneously pressing the View Point Button 1, the brake and the Accelerator Pedal. You start off as Sonic, but if you go into the pits your driver changes into a dog!

### LOST WORLD DIRECTOR

Mr Shinichi Ogasawara, the director of the Lost World arcade game, appears in his alter-ego disguise of Steven Spielberg in the pit stop!

When driving the Sonic or Pochi Pochi Buggy into the Pit Stop, the Team Manager who appears in the bottom left-hand corner turns into the legendary "Steven Ogasawara"! Okay, it's a bit lame, but still fun.



▲ Sonic hangs up his boots for some buggy business.

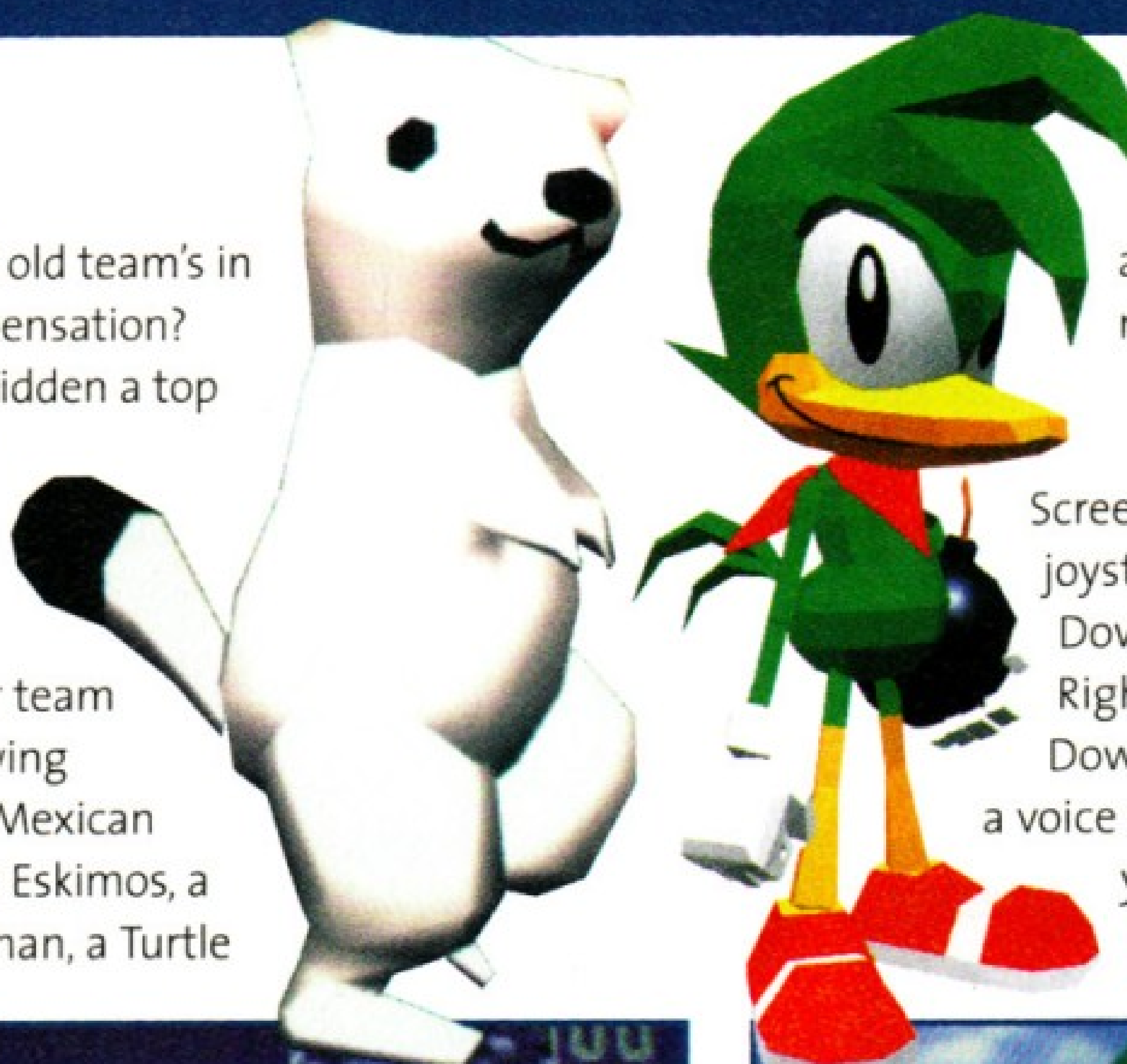
## VIRTUA STRIKER 2



### TEAM MVP YUKI-CHAN

Bored with the same old team's in Sega's smart soccer sensation? Fear not, AM2 have hidden a top secret squad within and they include some of the strangest players we've ever seen. Your team consists of the following crazy members: five Mexican Maracas players, two Eskimos, a Giant Stoat, a Snowman, a Turtle Goal Keeper and a Microscopic Lifeform that lives beneath the arctic poles, but has been magnified millions of times!

Here's how to get this super team: (1) Go to the Team Select Screen. (2) Press the Start Button and joystick in the following combination: Down-Right, Start, Down, Left, Start, Right, Start, Right, Down-Left, Start, Down, Start, Start, Start. (3) If you hear a voice say "CHALLENGER COMES" then you've done it correctly. (4) Now choose the Russian Team.

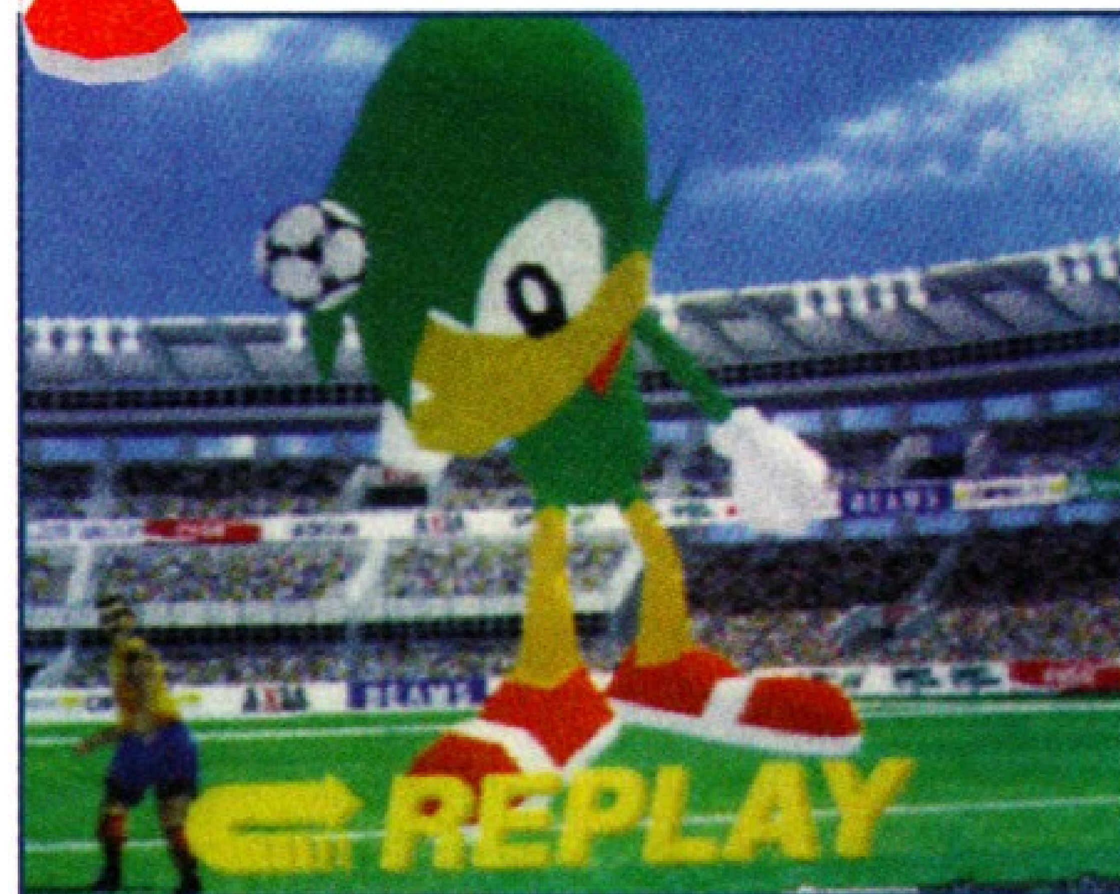




▲ We have no idea what this creature is supposed to be.




▲ Give the bizarre animal team a whirl... they're crazy!




▲ Fresh from Fighters MegaMix comes the wacky Bean!

## MOTOR RAID

### EXTRA COURSE

Usually this secret course can only be obtained by completing all the other tracks in first place. However, this little cheat gets you there a lot faster. First of all, go to the course select screen in the practice mode. Note that you can't do this in the Battle Play mode. Choosing YENDAS, enter the following attack commands: PKKPKKPPKK. As you'd expect this final course is rock-hard so be warned. Also look out for the giant Sonic called Segal!

### SPECIAL WEAPONS

These two new weapons are normally only available when racing on the special extra course. But with this sneaky little command you can use them anywhere. First of all go to the weapon select screen. Enter the code KKPKKPKPPK to gain a Paper Fan Bat. This is made from paper that's been folded into the shape of a Japanese fan. It's held at one end and swung like a bat.

To collect a Piko Piko Hammer, enter the code PKPKPPKPPK. This weapon is made from lightweight corrugated plastic and is nearly the size of your body!

As you've probably guessed these are not weapons of mass destruction, but are instead comical substitutes. You know if the cheat has been successful because you can hear the sound of the weapon on the character select screen.







▲ Not played Motor Raid yet... what are you waiting for?



▲ Find the wacky weapons in Motor Raid with this cheat!

# and finally...

# Chun-Li

## CAPCOM'S KICK-ASS DETECTIVE!

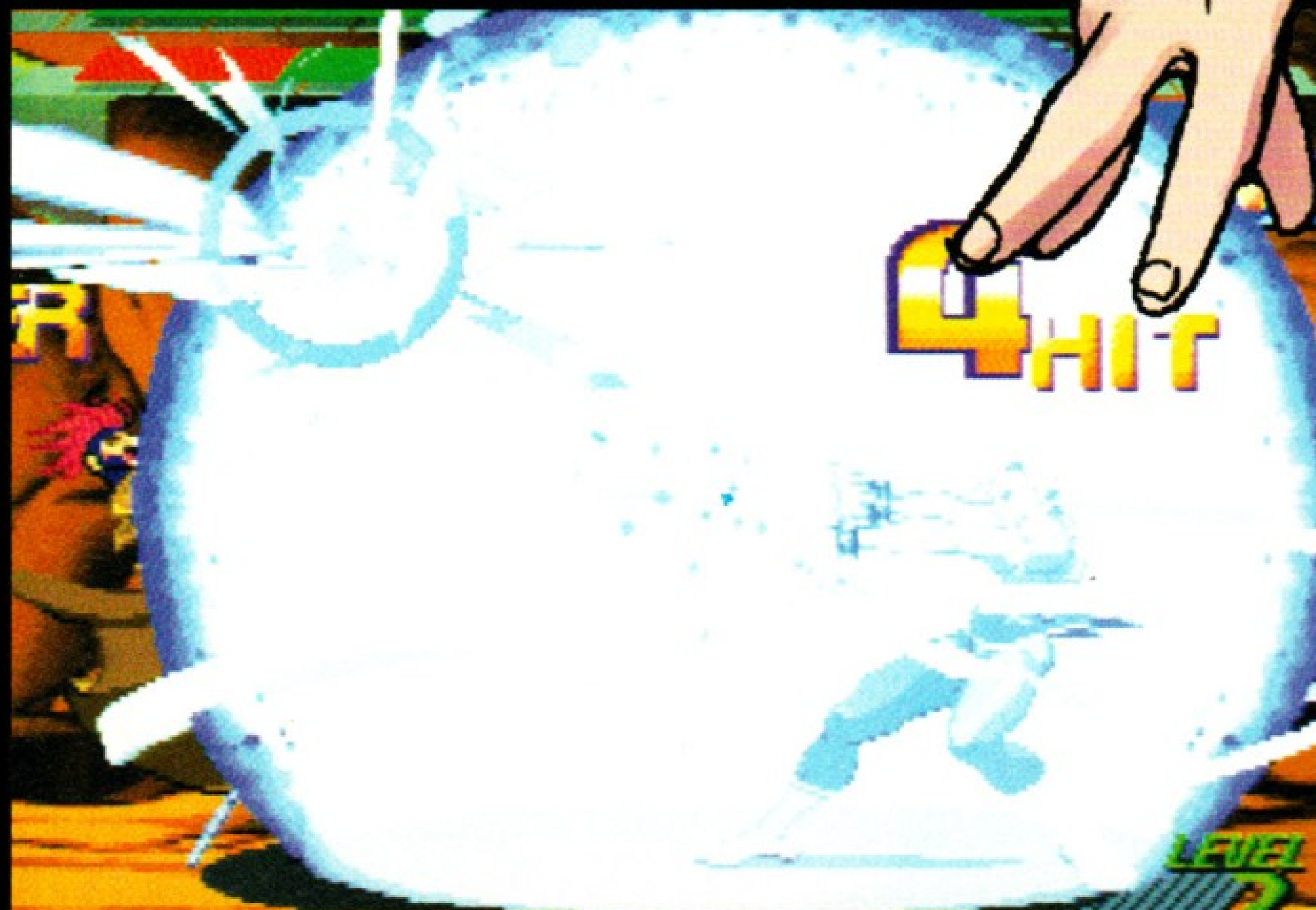
Street Fighter 2 was the first videogames phenomena of the nineties, so it figures that Chun-Li was the premiere "chick" of the 16-bit age. But Capcom aren't one to let a good thing die and all the Street Fighters, including our Chunners, have successfully made the transition to the next generation.

Now then, Chun-Li has always benefited from what you might call an athlete, though "top-heavy" figure, but in recent times the girl's breasts have ballooned in size. Take a look at the pic to the right... it's just not natural is it?

In the last couple of years, Capcom have fiddled with her fighting techniques too. Clearly, with balloons like that, the old spinning bird kick just wouldn't be aerodynamically sound. It would also inflict a couple of black eyes on the poor girl if she isn't careful. But what next for the lady whose name is literally translated as "beautiful spring"? Word is that Capcom have an agreement with Sega for use of the Model 3 technology. Forget Street Fighter EX (aka "Cereal Box Edition" owing to the blocky nature of the fighters), with Sega's expertise, Chun- Li, Cammy and the others will look awesome! Oh yes...



Ken gets an eyeful.. before he gets a faceful of foot!




Chun-Li's got balls: vast, painful, plasma ones.

# SPECIAL RESERVE DISCOUNT MAIL ORDER - 01279 600204

**Market leaders in mail order home computing, established 10 years, great web site and six amazing shops**
**See us on the web at http://special.reserve.co.uk for masses of information and loads of prizes to win**

Special Reserve
Live @ http://special.reserve.co.uk

## SEGA SATURN GAMES

• = NEW ITEM
xx% = GAME RATINGS

| | |
|---|---|
| ACTUA GOLF 90% | 19.99 |
| ANDRETTI RACING | 18.99 |
| AREA 51 | 28.99 |
| ATARI GREATEST HITS | 28.99 |
| BLACK DAWN 84% | 18.99 |
| BUST A MOVE 3 | 26.99 |
| COMMAND & CONQUER 94% | 39.99 |
| CROC | 36.99 |
| DOOM 85% | 19.99 |
| DUKE NUKEM 97% | 37.99 |
| DUNGEON KEEPER | 37.49 |
| EARTHWORM JIM 2 85% | 18.99 |
| ENEMY ZERO | 42.99 |
| EXHUMED 95% | 32.99 |
| FIFA 98 - ROAD TO THE WORLD CUP | 36.99 |
| FIGHTERS MEGAMIX | 37.99 |
| FORMULA KARTS | 34.99 |
| GHEN WAR 85% | 21.99 |
| INTERNATIONAL VICTORY GOAL 89% | 12.99 |
| JOHNNY BAZOOKATONE 90% | 19.99 |
| JONAH LOMU RUGBY 91% | 33.99 |
| KING OF FIGHTERS 95 Includes back-up memory cartridge 89% | 34.99 |
| LAST BRONX | 33.99 |
| LOST WORLD - JURASSIC PARK | 33.99 |
| MANX TT 91% | 25.99 |
| MORTAL KOMBAT 2 93% | 29.99 |
| MORTAL KOMBAT TRILOGY | 27.99 |
| NASCAR 98 | 35.99 |
| NBA ACTION 98 • | 35.99 |
| NBA LIVE 98 | 34.99 |
| NHL 98 | 34.99 |
| NHL 98 • | 35.99 |
| PGA TOUR GOLF 97 87% | 22.99 |
| QUAKE 97% | 37.99 |
| RAMPAGE WORLD TOUR • | 31.99 |
| RAYMAN 92% | 21.99 |
| RESIDENT EVIL 95% | 37.99 |
| SEGA RALLY 97% | 28.99 |
| SONIC JAM 92% | 31.99 |
| SONIC R 98% | 37.99 |
| SPOT GOES TO HOLLYWOOD 84% | 19.99 |
| STEEP SLOPE SLIDERS • | 35.99 |
| SUPER PUZZLE FIGHTER 2 86% | 26.99 |
| TETRIS | 34.99 |
| THEME PARK 92% | 17.99 |
| TOMB RAIDER 95% | 29.99 |
| TOURING CAR | 37.99 |
| VIRTUA FIGHTER 2 98% | 19.99 |
| VIRTUA FIGHTER 97% | 14.99 |
| WARCRAFT 2 88% | 36.99 |
| WINTER HEAT • | 35.99 |
| WIPEOUT 2097 92% | 34.99 |
| WORLDWIDE SOCCER 97 94% | 17.99 |
| WORLDWIDE SOCCER 98 | 38.49 |

## MEGADRIVE GAMES

| | |
|---|---|
| DISNEY COLLECTION - CASTLE OF ILLUSION & QUACKSHOT Starring Mickey Mouse & Donald Duck | 24.99 |
| FIFA 98 - ROAD TO THE WORLD CUP | 29.99 |
| GAUNTLET 4 | 19.99 |
| JOHN MADDEN NFL 97 | 19.99 |
| JURASSIC PARK - LOST WORLD | 34.99 |
| LAWNMOWER MAN | 19.99 |
| MEGA BOMBERMAN | 24.99 |
| MICRO MACHINES 2 | 19.99 |
| MISS PACMAN | 19.99 |
| NBA LIVE 97 | 21.99 |
| PSYCHO PINBALL | 19.99 |
| SONIC AND KNUCKLES 92% | 23.99 |
| SUPER SKIDMARKS 91% | 21.99 |
| TAZMANIA 2 - TAZ IN ESCAPE FROM MARS | 24.99 |
| TOY STORY 93% | 37.49 |
| VIRTUA FIGHTER 2 | 29.99 |
| WORMS 78% | 29.99 |

## MISC CHEAT BOOKS

| | |
|---|---|
| A-Z OF PLAYSTATION SECRETS • | 9.99 |
| COMMAND & CONQUER GUIDE | 9.99 |
| COUNTER STRIKE OFFICIAL GUIDE | 11.99 |
| DUNGEON KEEPER OFFICIAL GUIDE | 13.99 |
| GOLDENEYE SECRETS & SOLUTIONS • | 9.99 |
| MARIO 64 PLAYERS GUIDE BOOK | 9.99 |
| MARIO KART 64 GUIDE BOOK | 9.99 |
| MARIO KART 64 UNAUTH. SECRETS | 8.99 |
| MS FLIGHT SIMULATOR 98 | 15.49 |
| NINTENDO 64 UNAUTH. SECRETS | 9.99 |
| PHANTASMAGORIA OFFICIAL STRATEGY | 15.99 |
| PLAYSTATION SECRETS & SOLUTIONS | 15.99 |
| QUAKE! AUTHORISED GUIDE | 13.99 |
| SECRET CODES FOR NINTENDO 64 | 7.99 |
| SECRET CODES FOR PLAYSTATION V2 | 7.99 |
| SPECIAL RESERVE 2500 CHEATS | 3.99 |
| SUPER MARIO 64 SURVIVAL GUIDE | 11.99 |
| TOMB RAIDER 2 OFFICIAL STRATEGY • | 9.99 |
| TUROK DINOSAUR HUNTER GUIDE | 10.99 |

## SATURN PERIPHERALS

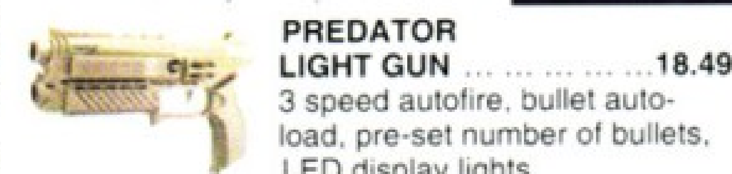
DUST COVER FOR SATURN ... 7.99

SEGA OFFICIAL MEMORY CARD 512K ... 34.99
MEMORY CARD 120 SLOT 8 MB ... 19.99
MEMORY CARD 600 SLOT 40 MB ... 29.99
Plugs into console to save games that require memory back-up

SCART LEAD - SATURN TO SCART TV ... 9.99
Choose this lead for optimum picture and sound quality from your Sega Saturn and scart TV



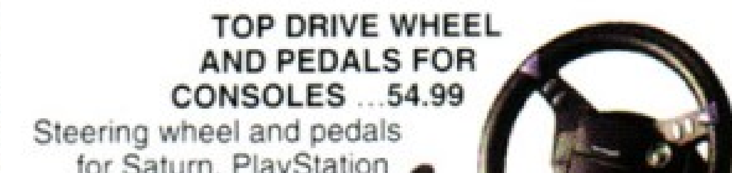
ECLIPSE PROGRAMMABLE PAD FOR SATURN ... 13.49
8 button controller, fully programmable "syncro fire", autofire and slow motion



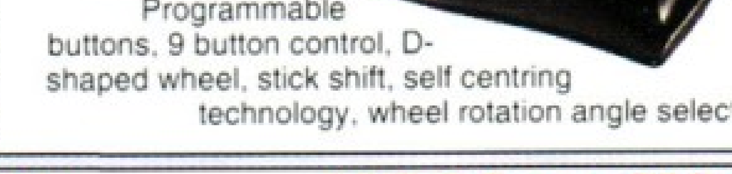
MASTER PAD 32 ... 12.99
Dual format pad Saturn and PlayStation, LED display panel, 8 fire buttons, autofire, slow motion, 8 way directional control



PREDATOR LIGHT GUN ... 18.49
3 speed autofire, bullet auto-load, pre-set number of bullets, LED display lights



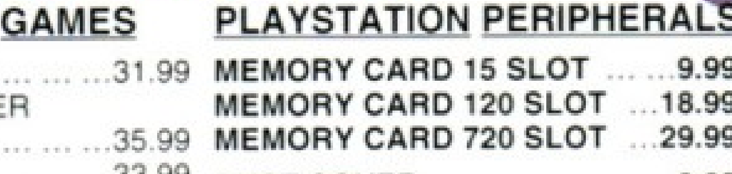
SEGA EIGHT BUTTON CONTROL PAD ... 19.99



STEALTH CONTROLLER 9.99
10 fire buttons, 8 way directional control, slow motion and turbo fire with LED indicator. New anatomic shape •



TOP DRIVE WHEEL AND PEDALS FOR CONSOLES ... 54.99
Steering wheel and pedals for Saturn, PlayStation and Nintendo 64. Fully functional steering wheel with brake and accelerator pedals. Programmable buttons, 9 button control, D-shaped wheel, stick shift, self centring technology, wheel rotation angle select



# ALL FOR £6.00

SPECIAL RESERVE ANNUAL MEMBERSHIP FEE

It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, and it only costs £6.00.




1. Members receive 10 issues of our colour **Club Magazines** per year. The magazine includes our full catalogue of over 2,000 products, many at below trade price or under half price. And there are Reviews, Features, Charts, Release Dates, Extra Savings and thousands of pounds worth of great prizes to be won.
2. The incredible **Special Reserve Book of 2500 Cheats** (all formats) will be sent to you with your Family Membership Card and your Paris '98 entry form.
3. AND choose any one of the **FREE GIFTS** below if you buy just one item at the same time as you join. All of our gifts are worth the membership fee or more and you can extend your membership for £5.50 to get more gifts if you want them.

That's why over 400,000 people have joined Special Reserve

**The Biggest Games Club in the World**

# FREE GIFTS

Please tick your choice of gift when you join for a year (£6) at the same time as buying any one item. If joining by telephone please ask for your gift at the time.

**FREE CD WALLET**
Stores loose CD's neatly and safely. A great space saver, convenient for home, office and car

**OR FREE FRANCE '98 FOOTBALL**
Full size 82 panel stitched PVC coated football. Size 5. Includes free adaptor to pump up the ball

**OR EIGHT GAMES FREE FOR PC CD ROM**
Desert Strike, Jungle Strike, Actua Soccer Semi-Final, Normality Inc Demo, Zool 2, Lotus 3, Toyota Rally, Team Suzuki

**FREE 1MB MEMORY CARD FOR PLAYSTATION**
15 slot, 1 MB loose memory card. With full load and save options

**OR FREE GOODY BAG INCLUDES MINIBOY, GAMEBOY CALCULATOR AND VIRTUA PET.**
Incredibly, all three of these electronic wonders have been bundled as one great gift. The Miniboy offers 55 great games in one, the Gameboy calculator is great to take into school and the Virtua Pet provides you with a pet to look after and care of.

Offers subject to stock availability. Alternative gifts available. Overseas members add £2 postage

## NINTENDO 64 ... ... ...107.99 less £10*
## ENGLAND PACK

*When purchasing with any other item

With Official 3D Controller, RF lead and a high quality, durable, laminated England Sticker Kit




**NINTENDO 64 WITH ONE CONTROLLER ... ... ... 99.99 less £10**

## PLAYSTATION ... ... ...137.99 less £10*
## ENGLAND PACK

*When purchasing with any other item

With TWO Official Controllers, Memory Card, Scart lead and a high quality, durable, laminated England Sticker Kit




**PLAYSTATION VALUE PACK ... ... ... 129.99 less £10**

### NINTENDO 64 GAMES

| | |
|---|---|
| CRUISIN USA • | 30.99 |
| DIDDY KONG RACING | 41.99 |
| DUKE NUKEM 64 | 46.99 |
| FIFA 98 | 44.99 |
| GOLDENEYE | 41.99 |
| INTERNATIONAL SUPERSTAR SOCCER 64 | 39.99 |
| LYLAT WARS + RUMBLE PAK | 49.99 |
| MACE | 44.99 |
| MARIO KART 64 | 41.99 |
| NAGANO WINTER OLYMPICS 98 • | 44.99 |
| NFL QUARTERBACK 98 | 44.99 |
| SNOWBOARD KIDS | 34.99 |
| SUPER BOMBERMAN 64 | 41.99 |
| SUPER MARIO 64 | 41.99 |
| TOP GEAR RALLY | 44.99 |

### NINTENDO 64 PERIPHERALS

| | |
|---|---|
| MEMORY CARD 12 SLOT | 7.99 |
| MEMORY CARD 48 SLOT | 12.49 |
| MEMORY CARD 384 SLOT • | 19.99 |
| JOLTPACK (RUMBLEPAK) | 11.99 |
| NUGEN JOLTPACK WITH MEMORY 12 SLOT | 15.99 |
| N64 DELUXE CARRY CASE | 24.99 |
| NINTENDO 64 SCART LEAD | 7.99 |
| OFFICIAL RUMBLE PACK | 14.99 |
| NINTENDO 3D CONTROLLERS Many colours available | 25.99 |
| PAIR OF X-TENDER CABLES | 9.99 |
| TRIDENT PAD | 17.99 |
| SUPER PAD PLUS | 19.99 |
| TOP DRIVE STEERING WHEEL AND PEDALS | 54.99 |

### PLAYSTATION GAMES

| | |
|---|---|
| ACTUA SOCCER 2 | 31.99 |
| COMMAND & CONQUER - RED ALERT | 35.99 |
| CROC | 33.99 |
| DIABLO • | 34.99 |
| DUKE NUKEM | 33.99 |
| FIFA 98 | 32.99 |
| FINAL FANTASY 7 | 38.99 |
| FORMULA 1 97 | 41.99 |
| GRAND THEFT AUTO | 32.99 |
| NEED FOR SPEED 3 • | 34.99 |
| PREMIER MANAGER 98 | 32.99 |
| RESIDENT EVIL - DIRECTORS CUT | 29.99 |
| TIME CRISIS + LIGHT GUN | 48.99 |
| TOCA TOURING CARS | 36.99 |
| TOMB RAIDER 2 | 36.99 |

### PLAYSTATION PERIPHERALS

| | |
|---|---|
| MEMORY CARD 15 SLOT | 9.99 |
| MEMORY CARD 120 SLOT | 18.99 |
| MEMORY CARD 720 SLOT | 29.99 |
| DUST COVER | 9.99 |
| EXTENDER CABLE | 9.99 |
| PLAYSTATION LINK CABLE | 8.99 |
| PLAYSTATION RF LEAD | 12.99 |
| SCART LEAD - RGB | 9.99 |
| OFFICIAL ANALOGUE CONTROLLER | 22.99 |
| OFFICIAL MOUSE | 24.99 |
| PREDATOR LIGHT GUN | 18.49 |
| REAL ARCADE LIGHT GUN AND PEDALS | 36.99 |
| TOP DRIVE STEERING WHEEL AND PEDALS | 54.99 |

# PAY LATER 0%

**When you spend between £250 and £750**

20% deposit and nothing to pay for 6 months, subject to status. You can buy anything from our catalogue or shops this way, providing your total purchase is between £250 and £750. After the six months payment holiday you can choose whether to pay off the outstanding balance or to commence monthly payments at 29.8% APR. Either way there's no interest at all for the first 6 months.

**http://special.reserve.co.uk**




# SPECIAL RESERVE BIG CLUB SHOPS

**Visit one of our great shops for massive selection at rock bottom prices**
**We guarantee the lowest price in town - by a full £2**

**BRISTOL**
351 Gloucester Road (A38), Bristol.
1 ½ miles from the City Centre and just up from Kwik Save
Tel: 0117 924 5000



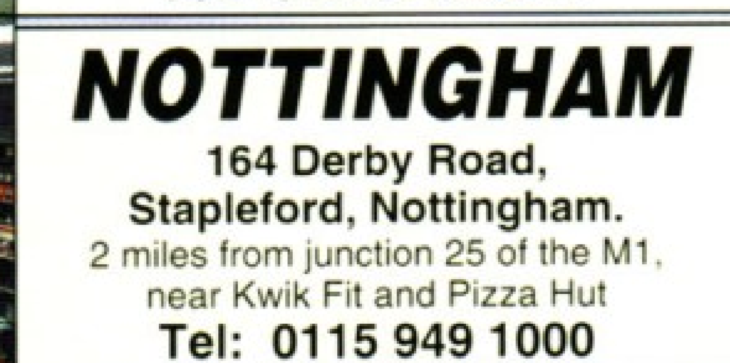
**CHELMSFORD**
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777

**EGHAM**
168 High Street, Egham, Surrey.
Near Windsor and Staines
Just 1 mile off junction 13 on the M25
Tel: 01784 473444





**NOTTINGHAM**
164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
Tel: 0115 949 1000



**SAWBRIDGEWORTH**
The Maltings, Station Road, Sawbridgeworth, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399



**UPMINSTER**
209/213 St Mary's Lane, Upminster, Essex.
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket
Tel: 01708 225544



**It's easy to park**

**Award-winning Special Reserve P200 MMX PC for just £899.99 inc VAT**

We'll fit any PC item bought for just £10 including VAT. We can repair most PC's. £24 for fault diagnosis and set up plus £10 per part for fitting

# £2 OFF

**EXTRA MAIL ORDER DISCOUNT**
Deduct £2 if your order totals more than £40
This offer only applies if you use this complete form to place your order by post before the expiry date below.

EXPIRES 30/4/98

## Special Reserve 01279 600204

OR FAX YOUR ORDER ON 01279 726842 - WE'LL FAX BACK TO CONFIRM
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

(BLOCK CAPITALS please)
Name & Address ______________________

Postcode __________ Phone No __________ Machine __________

SEGA SATURN MAGAZINE

Existing members please enter membership number ______

We only supply members but you can order as you join (from 50p). There is no obligation to buy anything and you can be any age. £6.00 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 2500 Cheats. AND choose a FREE GIFT from above if you buy any item at the same time as you join.

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT ABOVE

ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD) OR TRIAL MEMBERSHIP 50P (ONE MAGAZINE, ONE ORDER)

item ______

item ______

item ______

Deduct £2 off posted orders totalling over £40 (offer above) -£2.00

**ALL PRICES INCLUDE UK POSTAGE & VAT**
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE ______ SIGNATURE ______ SWITCH (ISSUE NO ______)

Overseas orders must be paid by credit card. Overseas surcharge £2.00 per item
Hardware items (mains or battery) are only supplied to the UK mainland

**Immediate cheque clearance**

**Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH**

Inevitably some products listed may not yet be available and prices may change. Please phone 01279 600204. Some items carry a £1 surcharge in our shops. SAVE = Saving off full recommended price.
Sent to press 16/02/98. Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG


NEW CLEARASIL COMPLETE
HELPS STOP SPOTS BEFORE THEY START.
WITH TREATMENT CREAMS, YOU HAVE TO WAIT TILL THE SPOTS APPEAR BEFORE YOU GET RID OF THEM. DID YOU KNOW THAT, IN A CLINICAL STUDY RUN OVER AN EIGHT WEEK PERIOD, CLEARASIL COMPLETE HAS BEEN PROVEN FIVE TIMES BETTER THAN ORDINARY SOAP AT HELPING TO PREVENT FACIAL PUSTULES. AND WHAT'S MORE, YOUNG SIBLING, THE MANUFACTURER HAS FACILITATED THE USAGE OF SAID FACE-WASH BY PROVIDING AN INGENIOUS "PUMP-ACTION"-TYPE NOZZLE FOR THE DISPENSATION THEREOF
NEW
Clearasil


I WISH YOU'D NEVER STARTED.


NEW
Clearasil
COMPLETE

WE DON'T WANT TO GO ON ABOUT IT, BUT NEW CLEARASIL COMPLETE HAS A DEEP-CLEANSING MICROBEAD FORMULA AND SPECIAL SPOT STUFF TO KILL THE BACTERIA THAT CAN LEAD TO UNWANTED ZITS.
USED EVERY DAY, IT'LL KEEP YOUR SKIN FEELING CLEAN AND FRESH, AND HELP KEEP SPOTS AT BAY.
ALL YOU NEED TO HELP BEAT SPOTS!